

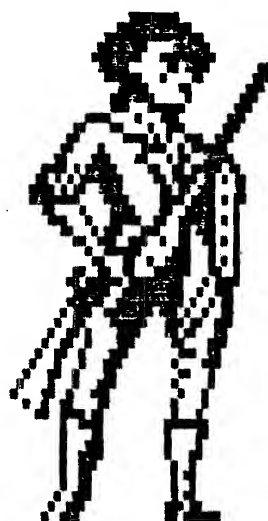


DIPLOMACY WORLD



IF WE CANNOT WIN, WHY BOTHER TO BEGIN?

John Dickinson



#48
FALL
1987



DIPLOMACY WORLD is a quarterly publication dealing with the game of Diplomacy. Subscriptions within the United States are US\$15.00 per year (4 issues), including first class postage. Single copy price is \$4.00. In Canada subscriptions are US\$15.00 per year, including first class mail. Overseas subscriptions are US\$20.00 by surface mail and US\$40.00 by airmail. All prices are in US dollars and exclusive of any bank or currency charges. Make checks payable to DIPLOMACY WORLD or IDS and mail to: DIPLOMACY WORLD, Box 8416, San Diego, CA 92102, U.S.A. Allow 6-10 weeks for arrival of all orders. Subs begin with the current issue if available. Materials for the magazine should be sent to Larry Peery at the above address. We can usually be reached by telephone during the afternoon or on weekends. No telephone calls before 1000PST, please. Our number is 619-295-6248.

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DIPLOMACY WORLD was founded in 1974 by Walt Buchanan as a service to the Diplomacy hobby at large and as a publication of record for hobby statistics and other data. DW is dedicated to the goals of covering the entire spectrum of hobby affairs and to printing the best original materials on the game and hobby which are available. DW is an IDS publication.

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INTRODUCTION

Neither rain, of which we've had plenty lately; nor heat---would you believe a 40 degree temperature rise in just four hours; nor earthquakes of which we've had a few lately; could delay DW, but AT&T almost did. But I won't bore you with that story.

This issue features an End Games theme and you'll be reading alot about them. I hope you enjoy it and learn from what you read. My thanx to the players and especially the GMs and Commentators for 1986H and 1986Q that ended in this issue. Good timing!

To lighten up things a bit you'll find a lot of cartoons and such scattere throughout this issue, along with alot of news about hobby goings on. Mark Berch has a quiz that will bring out the Judge Wopner in all of you. David McCrumb offers a variant that will take us back a thousand or so years and writes a review of the DW Variants Anthology; while I'm reviewing Sharon McCrumb's new book. Small world isn't it? Thomas Kane looks at the Iran-Contragate and Push Pin Diplomacy. Beats voodoo dolls, I suppose. And I'll bet you never thought to compare Diplomacy with a horse race. Well, like I said, it's an unusual issue.

And yes, Robert Ludlum did really write all those things, as did David Hood. Since it's football season I've even got a football story, of sorts, for you; but I forgot the baseball cartoon I had. You'll read about a couple of postal games, a couple of face to face games, and one national championship, Australia's. I'll even tell you my choices to play in an "ideal" postal Diplomacy game.

Finally, I ask you all to read the Report & Program in this issue most carefully. Your response to that will have alot to do with which direction DW takes in the coming year. With #50 coming up we've got something to celebrate, but let's not drop the ball now.

DON'T FORGET THOSE RENEWALS
IF YOU HAVE A 48 ON YOUR LABEL!

Enjoy!!

EDITORIALS

DW HEADS FOR THE BIG FIVE-O!!

Who would have thought just two years ago when DW was struggling to get issue 40 out that in the spring of 1988 we'd be publishing issue 50? Naturally, we hope to make it a special issue but we need your help to do that: articles, artwork, and all the usual stuff; only bigger and better than ever before. In addition, as you'll hear about elsewhere in this issue, we're inviting hobby members to contribute to a special "audio" supplement for that issue. Keep listening. The next sound you hear will be Conrad von Metzke singing "Rule Britannia."

THE ARCHIVES

The hobby's archives badly need a new home. Well, not actually a new home; more like some new furniture: ten filing cabinets to be exact. And that should be just enough to contain the hobby's largest collection of Diplomacy publications and other memoriabilia. A special challenge grant from the Wilburn Frances Allen Stephenson Fund will help provide the Archives with a new home, but that is contingent upon hobby support. Doug Beyerlein has donated some items to be auctioned off as part of a fund-raiser which should also help. But your participation is also needed to make this fund-raising drive a success. Our heritage is what makes the Diplomacy hobby both special and unique and that heritage is being preserved in the archives. Isn't it time we gave them an appropriate home? Check out the letter, and auction sheet, with this issue.

DIPCON '88/WORLDCON I: TWO FOR THE ROAD

If you can possibly make it plan to attend next year's DIPCON in San Antonio, TX over the 1st-4th of July. It should be one of the best DIPCONs ever. Then, why not fly on to England for the first WORLDCON to be held in Birmingham on the 15th-18th? Allan Calhamer will be there. I'll be there. And certainly you should be there. It's a once in a lifetime chance to be part of a historic event.

LIFE GOES ON

Recently we received a special issue of LIFE GOES ON, a sub-zine of OVER THERE. In it Robert J. Smith, the sub-zine editor, protested that someone had given his efforts an "O" in this year's Runestone Poll. Cheer up, Robert, if an "O" is the worst you ever get in this hobby, you'll do just fine. Oh yes, we're still waiting for the culprit to identify himself.

MORE CATERWAULING FROM THE CATSKILLS

It's fall and a not-so-busy Diplomacy hobby member's fancy turns to feuding. We've received a number of communications lately indicating that once again idle minds and busy mouths tend to feud. Our solution, find some constructive new projects to keep the troublemakers busy in positive pursuits. Or better yet, why don't you all get together and sign up for the next DW Demo Game. May the best feuder win!

VARIANT GMS/PUBLISHERS TAKE HEED!

If you are or have been a variant GM/publisher in recent years please get in contact with Fred Hyatt, 60 Grandview Pl., Upper Montclair, NJ 07043 or David McCrumb (address on inside front cover) NOW! They need your help in tracking down missing game starts/endings information.

PDO AUCTION '88

/5/

It's that time of year again...

John Caruso and I seemed to make a success of the PDO Auction last year. A lot of money was raised without any hobby controversy. Consequently, John and I have decided to run this annual fund-raising event for hobby services for another year.

Last year we distributed \$400 to Pontevedria, the BNC, the MNC, the Orphans Services and Ken Peel's hobby recruitment schemes. This year we would like to raise \$600, but we will need your help.

OFFERS

We need offers of items to auction. We will take anything: last year we auctioned off subscriptions, game openings, boardgames, photographs, records, stamps, and hordes of old zines. The stranger the items the better! If you think it could sell, let us know. Don't send us the items. Just let us what is available and suggest a minimum bid if you wish. We need to know what is available by November 25th. Please send all offers to John.

BIDS

When all the offers are in, John will produce a booklet showing what is available. This will be sent to all editors and will be included in Diplomacy World. People send their bids to John and the highest amount pledged will secure the item. The deadline for bids will be on Lincoln's birthday, February 12th. Go raid those savings accounts!

MONEY

When the winning bids have been determined, the money should be sent to John. Like last year, the money will not be allocated by John or myself. Instead the money will be divided up by a five person committee made up of mostly experienced former custodians who know about hobby services. Although John and I run services, we will not be applying or accepting funds from this auction. In addition none of the committee members will be eligible for funds either. This is intended to minimise any possible conflict of interests.

PLUGS

Publicity is vital for the success of the Auction. We urge editors to give the auction a plug both now and when the bidding stage starts. If you would like copies of the Auction booklet please let John know as soon as possible. Ideas and suggestions are always welcome. We look forward to hearing from you!

John Caruso, 29-10 164th Street, Flushing, NY 11358
Simon Billenness, 630 Victory Blvd Apt 6F, Staten Island, NY 10301

NEED HELP?

Have Fun

If you are a hobby custodian, service, provider, or project worker and need financial assistance please contact John Caruso, address above, as soon as possible. Include a brief description of your project, its current financial situation, and the amount of help you need.

1986-1987 REPORT AND 1987-1988 PROGRAM

LARRY PEERY

As has become my custom each year here is my report on the status of DIPLOMACY WORLD for the past year and my program for the magazine, and its affiliated projects in the coming year. As you will see, this report is much briefer than either of the two previous reports. This reflects both the magazine's current well-being and a lack of interest on the part of the hobby in its internal affairs.

Most of what I said in last year's Publisher's Message continues to be true and will, continue to be true in the coming year. DW's position as the hobby's flagship publication is based on both its size and its quality. Our various projects, some begun and some completed in the past year, reflect our involvement in many different areas of the hobby: from the magazine itself, to the BBB, the DW News, our Reprint Series and Anthology series, and our special relationship with hobby institutions such as PONTEVEDRIA and the hobby's awards. During the last year we published four issues of DW on time and the hobby's enthusiasm for our efforts was reflected in our standing in this year's Runestone Poll. In addition we began a program to distribute DW overseas in both Australia and France. This year's Reprint Series was the biggest printing project in hobby history, some 880 double-sized pages. Three more volumes of the Anthology Series were published this summer dealing with the writings of Mark Berch, variants published in DW, and the DW/Hoosier Archives Demonstration Games. Our current inventory of publications is at an all time high and represents a significant investment in the hobby's future. More new authors were represented in DW in the past year than in any comparable period in the magazine's history, representing a continuing effort to bring more author's before the hobby. There were several changes in the DW staff in the coming year, most notably the retirement of Fred Davis as our Variants Editor and his replacement by David McCrumb. In addition we added several overseas editors and correspondents, and a hobby events coordinator.

Both of our two initial Demonstration Games ended this year and our only current such effort is the International Demo Game which is well under way. During the current year we provided much support for a variety of hobby projects and services, enabling hobby workers to reach out to a majority of the hobby's key figures and publications at little or no expense to themselves.

In summary, last year was a successful year in that most of our major responsibilities were fulfilled and a solid beginning was made in a number of new areas. In the coming year we hope to maintain that record.

Financially, 1987 did not turn out to be as successful as we had hoped. This was due primarily to the lack of growth in DW's circulation; a reflection of our limited efforts to expand circulation at the same time we were involved in so many other areas. As far as expenses go, 1987 reflected a period of consolidation and investment in the future, as well as the decline in "extra-ordinary" expenses related to the magazine's turnover. Phone costs were down, stationary and paper expenses were down by almost half, postage expenses dropped slightly, although stamps costs remained about the same, printing costs dropped somewhat, reflecting the smaller size of zine issues, and special printing costs remained about the same. Subscription income dropped approximately one-third, as another group of those who had rallied to save DW two years ago dropped out of the DW family (and also the hobby in many cases). Sample income, reprints income and Endowment Fund income was also down considerably. Anthology income, however, did show a gain. All in all, our income amounted to some \$2,842.45 (just about half of the previous year's income) and our expenses were \$3,033.16 (as compared with \$4,356.28 the previous year)..... So we ended up about \$190.71 in the hole for the year.

One year ago our cash balance was \$1,149.80 and our net worth (cash and all assets, less liabilities) was \$3,039.80. Today our cash balance is \$811.99; which about equals our outstanding obligations. However, our net worth has increased to nearly \$6,000.00 because of the value of our inventory of publications, primarily the last four issues of DW and the three new Anthology volumes published in the past year.

All in all, of the seven major goals I listed for DW last year we have achieved all but one. Our staff growth, contributors growth, world-wide contacts expansion, timing, and increased hobby out-reach have all done well. Financially, we've done as well as could be expected given our non-growth situation. Only in the area of circulation growth have we not done as well as I had hoped.

In the coming year I intend to devote my attention to three major areas: expanding DW's circulation, celebrating DW's 50th issue, and participating in next year's DIPCON/WORLDCON doubleheader. That will take a great deal of my time away from the day-to-day administration of the magazine. That means an even greater burden will fall on the staff in terms of issue preparation. And they will depend on DW family members and the hobby at large for timely input. DW's circulation will only grow as we continue to publish timely, good articles. That is the bottom line. It is the content of DW that determines its well being more than anything else. As Kathy Byrne said, "You are going to have to write DW." It's still true. As much as we need new subscribers we also need new writers for the magazine. Providing both is as much your responsibility as much as it is mine. So, if you're getting tired of reading Peeriblah start writing me an article.

I hope to make next spring's 50th issue something special but I'm going to need your help for that as well. I need articles, and as you will see elsewhere in this issue, I need more than that. So, I hope you'll join us in this special celebration. And, naturally, I hope at least some of you will be able to join me at DIPCON and WORLDCON.

Two years ago we undertook to save DW. Last year we returned it to a state of as near normalcy as we've seen. This year I hope to begin harvesting the results of our labors of the last two years. There's much to celebrate next spring in issue number 50 and I can't think of a better site for a celebration than San Antonio and Merry Olde England!

And now the bad news. First, sub rates to DW are finally going up as a result of the coming postage and printing price hikes. Nothing spectacular but just enough to make sure we stay in the black. Second, I have decided not to go to a six issues a year schedule. I was surprised but the consensus was that a quarterly was better. I can't argue with that. So, we'll stay with our present schedule.

This past year has not been an easy one for me. I've had many personal distractions, particularly since last May, and they have had a very real affect on my relationship with DW. I'm not sure what the long-term results of it all will be but, for the moment, let's get on with the celebration and have another good year.

Finally, my thanks again to all the staff members and those people who contributed so generously of their talents, knowledge, and wealth to the betterment of DW and the hobby's improvement. Without your support my job would have been impossible.

DIPLOMACY WORLD NUMBER FIFTY!

Next spring we'll be publishing DW's 50th issue. We hope it will be something special but it will require your input to make it so. We need articles of all types, artwork, both cartoons and photographs, etc. We're particularly looking for historical articles dealing with the hobby's and DW's background. In addition, I'd like to do something a bit different and include an audio tape with the issue. The tape, either 60 or 90 mins, will include a variety of Diplomacy related recordings. For instance, I have recordings of a concert by Conrad von Metzke, the last MARYCON/DIPCON, and lots of appropriate music. What I'm looking for is recordings of other Diplomacy events, brief articles or readings, etc.; things that can be heard better than they can be seen. So, if you've got something appropriate, put it on a tape and send it along to us. We'll send you a copy of the DW tape in return. The more varied the contribution the better! Deadline for submissions is 1 March, 1988.

DIPLOMACY FOR KEEPS

Thomas Kane

Col. North probably excites DIPLOMACY players because of his reputation for lying. However, the Reagan Administration made three mistakes which only a beginning DIPLOMACY player might make. They confused their goals, they traded real weapons for promises, and they trusted other people to conduct their policies for them. North's cleverest deceptions were against Congress, not America's enemies.

DIPLOMACY players have a far easier time selecting their goals than diplomats do because nobody draws little black dots on our goals in the real world. This becomes obvious from the congressional testimony on Iran and the Contras. Why were we sending weapons to Iran? To free hostages? To improve relations? To make money? What do we want from the Contras? An excuse to invade Nicaragua? Pressure to make the Sandinistas sign the Contradora peace treaty (which the U.S. has vetoed)? An interdiction of weapons going to El Salvador's guerillas? A full-scale revolution? It seems to have been a little of everything, which means that a lot of people got guns, a few people got money, but the U.S. did not achieve anything (desirable).

In the Iran-Contras hearings, most of the witnesses avoided discussing their real mistake. They each sorrowfully confessed that their diplomatic advances toward Iran "degenerated" into a swap of weapons for hostages and promised not to do it again. But that does not matter. Trading arms for "better relations" is also preposterous. In effect, that policy rewards Iran's terrorism and anti-American attacks. If we give them presents to moderate their aggressive behavior, then they will certainly behave more aggressively, in order to get moderated again. When Iran decides to "open diplomatic discourse," they will come to us, with offers, not demands.

Col. North warned us that we live in a dangerous world, but he seemed extremely trusting himself. The National Security Council should never have circumvented Congress, not only because it was illegal, but because the alternative was to trust independent arms dealers with America's most vital policies. Furthermore, why do we trust the Contras? Why is it impossible to negotiate with the Sandinistas? They are certainly no more expansionistic or malevolent than Iran's Shi'ites. Few DIPLOMACY players scare weak, malleable countries, when their archenemies want alliances there. Fewer let other players write orders for them.

But these are merely mistakes, which can be corrected, although it appears that many may not be. The Iran-Contra affair is a scandal because Col. North subverted the American government, and nobody can do anything about it. His plot succeeded. The National Security Council was established to advise the President, and had no more business selling weapons than, say, the Department of Agriculture. An extra-legal, secret agency of the sort that North established can do almost anything (to us) and is far more dangerous to our freedom than a clearly-recognized enemy like Iran or the Soviet Union.

Yet the whole affair was conducted with the right people able to say the right things, to prevent any action from being taken. The President could be a fatherly, longsuffering, good-humored neighbor. Col. North could take the role of an over-enthusiastic hero. Admiral Poindexter could suffer the blame. Secretary of State Schultz could assure us that the administration was dominated by saner people. Casey could die. So, I think that Col. North could never win a DIPLOMACY game using his foreign policy. But if he played games the way he worked against you and me, he might be unbeatable.

IT'S AMAZING WHAT HARDSHIPS VICTORY MAKES TOLERABLE.

THE FOUR FACES OF JASON: ROBERT LUDLUM ON DIPLOMACY

LARRY PEERY

Do you remember the tale of Jason and the Argonauts? Most of you probably won't. Modern education tends to neglect the classics. A neglect we will eventually pay for. How about Jason, Professor Falken's son in the motion picture WAR GAMES? Or perhaps you've heard of Project Jason? I hope not because that's supposed to be Top Secret. Project Jason is an annual meeting held here in La Jolla, California each summer in which some of the nation's top scientific minds are brought together under the auspices of the Department of Defense to ponder the future of mankind and the problems it faces.

And then there is Jason Bourne, a name any devotee of Robert Ludlum will recognize at once. Ludlum is the author of more than a dozen adventure novels (The Aquitaine Progression, The Parsifal Mosaic, The Bourne Identity, The Matarese Circle, The Gemini Contenders, The Holcroft Covenant, The Chancellor Manuscript, The Road to Gandolfo, The Rhinemann Exchange, The Matlock Paper, The Osterman Weekend, and the Scarlatti Inheritance) which have been published in 20 languages and 25 countries and sold scores of millions of copies. Jason Bourne is the character who first appeared in The Bourne Identity and who reappears in Ludlum's latest book, The Bourne Supremacy; which continues his story. It's a kind of James Bond story with one major difference, Ludlum's character feels the pain and the reader feels it with him. I've not only read all of Ludlum's books I actually have copies of them in my library. That should tell you how highly I think of them.

I had barely gotten into The Bourne Supremacy when I realized that I was reading a book that had a great deal to say about Diplomacy, the game, and diplomacy, the subject. So I grabbed a pencil and as I raced through the book (it took me all of three days to devour its 597 pages) I began checking off passages that seemed to apply to Diplomacy in one way or another. By the time I got through I had quite a list and a Robert Ludlum/Jason Bourne "guide for playing Diplomacy." But instead of trying to explain what all these passages mean and why I think they apply to Diplomacy, I'm simply going to pass them on to you. Perhaps you'll be stimulated enough to think about them yourself and/or even read Ludlum's latest, The Bourne Supremacy. I promise you a quick trip through one of the best Diplomacy games you'll ever see.

Soon darkness would spread across the sky, but not below. Below, the blazing lights of human invention would garishly illuminate the earth---this part of the earth where the land and the water are anxious avenues of access and conflict. And with the never-ending, everstrident nocturnal carnival, other games would begin, games the human race should have abandoned with the first light of Creation. But there was no human life then---so who recorded it? Who knew? Who cared? Death was not a commodity.

USE THE ADVANTAGE, WHETHER IT'S TOTAL DARKNESS OR BLINDING SUNLIGHT, BUT USE IT TO FRIGHTEN OR USE IT WITH COMPASSION, WHATEVER WORKED.

Communications are notoriously bad in that part of the world. The ex-culpa for everything in this business.

MAKE THEM SWEAT. PLAY THE SCENARIO THEY'VE GIVEN YOU.

During the months...one theme kept repeating itself. Change, change, change. Bourne was a practitioner of change; they called him "the chameleon," a man who could melt into different surroundings with ease. Not as a grotesque, a cartoon with fright wigs and nose putty, but as one who could adapt the essentials of his appearance to his immediate environment so that those who had met the "assassin"---rarely, however, in full light or standing close to him---gave widely varying descriptions of the man hunted throughout Asia and Europe. The details were always in conflict...Change. Effortlessly, with the minimum of artifice.

WORK ON THE VISUAL. IT'S MORE EFFECTIVE THAN ANYTHING ELSE. PEOPLE WILL DRAW THE CONCLUSIONS YOU WANT ON THE BASIS OF WHAT THEY SEE FAR MORE THAN FROM THE MOST CONVINCING LIES YOU CAN TELL THEM.

STUDY EVERYTHING. YOU'LL FIND SOMETHING YOU CAN USE.

THE CLEANEST ESCAPE IS ONE DONE IN STAGES, USING WHATEVER CONFUSION THERE IS.

In the nouvelle diplomatie, overt simplicity has become both a cover and a tool. It's frequently used to obscure duplicity, as well as to disarm an adversary.

REST IS A WEAPON. Don't forget it.

OPPORTUNITIES WILL PRESENT THEMSELVES. RECOGNIZE THEM, ACT ON THEM..

PLAY BY THE ENEMY'S MOST RUTHLESS CONDITIONS. CHANGE THE RULES ACCORDING TO THE CULTURE. After all, human life to others is not what it is to the Judeo-Christian concept. How could it be? For so many, death is a liberation from intolerable human conditions.

YOUR FIRST REFLECTIONS ARE THE BEST, THE MOST ACCURATE, BECAUSE THE IMPRESSIONS ARE STORED IN YOUR HEAD, LIKE INFORMATION IN A DATA BANK. THAT'S WHAT YOUR HEAD IS.

There was nothing new under the sun since the time of the pharaohs where borders were concerned. They were erected to be crossed—one way or another.

It was all a game. One side had hard strength and a disciplined chain of command. The other soft nets and perseverance. No one was the victor except those opposing sisters, Boredom and Anxiety.

It's so Chinese. The righteous mask conceals the unrighteous face.

A REVERSE TRAP. Catch the hunter as he stalks his quarry.

Secrecy was worth ten thousand tigers, if not a kingdom.

There are no people, only objectives. No emotions, only targets and kills and men to be eliminated who stand in the way. I have no use for you...you're soft and I despise you.

What they saw was a reality they could not contend with or comprehend. It was beyond the narrow confines of their fantasies.

BALANCE. THINK. ACT. DO THE UNEXPECTED.

TIME WAS THE ENEMY. DO IT. THERE WAS NO OTHER CHOICE.

He could not think geometrically. Stresses were not a strong point in his imagination, only the spoken threat of defeat.

It was the moment. He wondered. Right.

We think and outthink; we take sustenance from our manipulations. We swell with pride with every progressive move in the human chess game---where every move can have terrific consequences for someone---because we believe in something. It all becomes a narcotic, and the siren's songs are really an appeal to our egos. We have our minor powers because of our major intellects.

Something was wrong. What was it?

No, I don't think I'll do that.

Get away from me. This is all we've got left.

A man sent in to kill must have the confidence of his convictions. He can't, for a second, reflect on his motives or his reasons. He must have no doubts at all. None. The obsession must be intact. It's his only chance to succeed.

Suppose he doesn't succeed?

Then we start again as quickly as possible putting someone else in his place.

REST AND FOOD. THEY ARE WEAPONS.

He claimed more battles were lost from fatigue than from inferior fighting powers, and God knows he was a glutton for punishment.

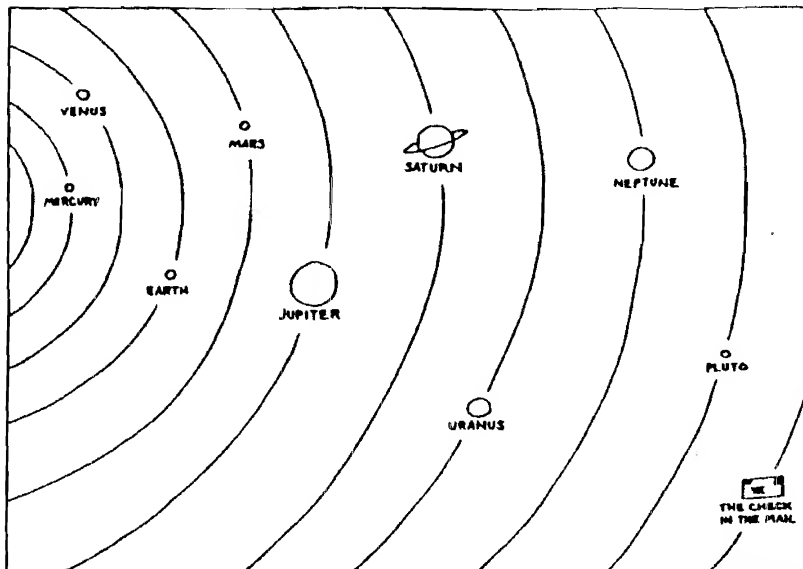
We wouldn't have such dreams, or fantasize, or stay mesmerized by invention, if the fundamentals weren't in the human experience. They do what they do best just as we do what we do best. To each his own territory.

AND ONE MORE

In our profession, it is wise to minimize the importance of a mission until one is certain of success, at which point one begins to exaggerate it. In this case I could not follow that pattern.

Ken Follett
Lie Down With Lions

HAVE YOU SENT IN YOUR DW RENEWAL YET?



YOU BE THE GAMESMASTER!!!

Mark Berch

Some of these questions (e.g. the first one) may represent circumstances that you wouldn't get yourself into. Just pretend a friend has faced the dilemma, and has asked you for advice.

1. In the game results, you cross out "Army Ruhr Supports Army Belgium-Holland, Army Belgium-Holland" and replace it with "Army Belgium Supports Army Ruhr-Holland, Army Ruhr-Holland." Another player writes in asking you whether this was A) a typo which you noticed, or B) a situation where you typed up the results early, and then got a last minute change. Do you answer his question? If your answering depends on which of A) or B) is the truth, then state why you'd answer for one and not the other. Also, regardless of whether you would or would not answer the question, suppose the player with Army Belgium asked you to do it the other way (e.g. you planned not to answer it, but the player asked you to answer it). Would you stick to your original plan, or would you reverse it.

2. You get a set of German orders, dated January 1. A week later, you get another communication from Germany, which turns out to be a Germany-to-France game letter. The letter does not mention you in any way. Three days later, an envelope clearly coming from France arrives. Inside are German orders dated January 5th, a German sub check, and a note from France, saying "Germany must have gotten his envelopes switched. I figure you got a Germany-to-France letter; please send that along to me." The next day, while you are still thinking this over, France calls with a barrage of questions: "Did you get a Germany-to-France letter? Will you send it to me? Will the January 5th orders be considered legit, even though they did not come directly from him? Will you accept the sub check?" What do you tell him? Suppose that you are unable or unwilling to phone Germany, and there is not enough time before deadline to both write him and get a response. Do you remail the letter to France? Do you use the January 1, or January 5th orders, or do you delay the game?

3. You list three retreat spaces for the dislodged German fleet, but forget to list the 4th, which is the one he actually takes. The French write contingency orders for what you listed, but not for the unlisted retreat space which he actually took. Do you delay the game, or do the French see all their units stand unordered? In the former case, suppose that the German player told you he deliberately chose that retreat to try to catch the French unprepared? Would that matter? Also, suppose that the French had also included a category, "Otherwise (i.e. he retreats off the board)"? Do you use that contingency, even though it's clear that he didn't intend those orders to be used for an on-board retreat?

4. Your Houserules clearly state, "Deception of the GM is not permitted, and will result in expulsion of the player." The caller says, "This is Germany, and my change of orders is!..." After this is a bit of chit-chat, when he slips up, and you suddenly realize that this is actually the French player. He admits it. Do you expell the player, keeping in mind that you don't have a shred of evidence to go on. Assume for the purposes of this question that you are a fairly new GM, and thus don't have any reputation to rely on.

5. Your Houserules state: "Dated orders take precedence over undated orders." You have two French orders. One is dated January 1. The second is not dated at all, but says, "Revised orders---I decided to move the fleet afterall." It is absolutely clear to you that the undated orders are the later ones. Which do you use? Suppose you had kept the original envelopes with their postmarks which show the undated one as later. Would that matter?

6. With the Fall 1904 results, you print, "For the record, the actual French move was Fleet Mid Atlantic-North Atlantic, not Fleet Mid Atlantic-North Africa in Spring 1904. Players were notified." The English player replies, "I got no notification at all. Either you or the Post Office screwed up. I need to have the season replayed."

Keep in mind that the player had no way of knowing that a correction didn't arrive, since he didn't know of its existence in the first place. What do you do? Suppose that the French player claimed that he told the English player about this, but the English player denied getting any such letter (and there's no proof that he did get it). Would that matter?

7. About a week before the Spring 1901 deadline, on June 1, 1987, appended to the French orders is a note: "Thanx for deciding to let me play in a postal game with my wife. Should be fun." And then you suddenly remember a note you had gotten from him 1 and 1/2 years ago: "This is to officially inform you that Jane Jones is actually my wife — she kept her maiden name. At the moment, we've got a commuter marriage — her in Philadelphia, me in New York City, but when my work is done in New York City at the end of 1987, I'll rejoin her." You had completely forgotten, and the fact that they are man and wife is not publically known in the hobby. You call them up, and, no, neither one of them wants to drop out of the game; and no, neither has mentioned the relationship to the others as yet. Looking at the roster, you see that Joe Jones, the well known ratings-player is also on the list. What do you do at this time? Would it matter if all this took place in Spring 1903? If it all took place 5 days after the country assignments were mailed out? Keep in mind that husband-wife as coplayers will mean the game is irregular, most likely, especially since they will shortly be living together.

8. France, striving for a win against a united board, sends in a change of address. You send out the results. A letter, postmarked two weeks after the deadline, arrives — France, complaining of no zine arriving. You send out a second zine, but the deadline brings no French orders. Two days after you mail out the results with the devastating NMR, there arrives 1) a postcard from France, still no zine, delay game if one was mailed, and 2) the first zine comes back, marked "No Such Person." Comparing the postcard and your records, you see there is a small difference in address. Either France gave you his new address wrong, or you transcribed it carelessly to your files, but since you no longer have the change of address card, you don't know who messed up — but one of you did. What do you do? Suppose you found the change of address card, and discovered that it was your fault after all? Suppose the change of address card revealed that it was his fault but the delay-of-game request came in A) the day before the deadline or B) after the deadline but before the results had been revealed? Would you grant the delay? Assume for this question that occasionally — once or twice a year, you are a month late in getting out the results.

9. Germany's orders include a minor fluff which, on balance, you would consider to be correctable under the badly-written-order Rule, although you realize some other gamesmasters might not. However, Germany included a note saying, "The misorder is deliberate; please don't correct it." Do you correct it? If so, suppose Russia objects, pointing out a forgotten incident two years ago in another game where a very similar error was corrected. Then what do you do?

10. The Spring 1905 adjudication you sent out includes Fleet Sevastapol-Black Sea for Russia, and Fleet Ankara-Black Sea for Turkey. Neither move is supported. Six days before the deadline, you get a note from Russia, pointing to the apparent discrepancy and asking for a correction and a delay of the game. Do you grant the request? Suppose it had come from France.

If you'd like to respond send your answers to Mark Berch (address on the inside cover) by 1 January, 1988. We'll print some of the best and perhaps award a prize or two to all who come up with the "right" answers.

BULLETIN-BOARD DIPLOMACY

Eric Kane

DIPLOMACY, like chess and baseball, could conceivably last forever and usually does. So, the game is much easier to play if it can be continued over many weeks with the players playing only when they have the time and interest. Extended games not only cause fewer interruptions in one's schedule, they allow far more complex bargains and betrayals, since the players have so much more time to negotiate. The mechanics of this sort of game work well. Most of the action in DIPLOMACY takes place off the gameboard and its "turns" can be made any length one desires without altering the course of a game. This makes play-by-mail DIPLOMACY possible, and it also means that one can set up a board in some central location and play over many months. However, it is difficult to use the ordinary board under these circumstances, because one would have to find a safe place to set it up for long periods of time — where all the players can get to it.

The Table Gaming Club at the University of Maine at Farmington, of which I am President, has established such a long-running DIPLOMACY game. We keep the gameboard on our bulletin board. This does require some homemade equipment, but it does work quite well. It also opens several avenues of play which do not exist either in table DIPLOMACY or play-by-mail games.

Avalon Hill's DIPLOMACY set comes with seven conference maps, identical to the board. One of these can be mounted on a stiff backing, hung up in a convenient place, such as a bulletin board, and left there. Armies and navies can be represented in many ways. The board could be coated with clear contact paper, and units drawn on with felt-tip pens, then wiped off. It could also be mounted on spongy material, such as cork, and impaled with unit symbols. Colored pins or tacks might be used as units themselves, or to anchor a paper game piece. A more durable alternative would be to use a piece of wood for the backing, and drill holes in each space. Then thick pegs could be inserted to mark unit locations.

Accessories may be useful in a bulletin-board DIPLOMACY game. A list of who owns which supply centers makes play much less confusing, as does an open-topped "mailbox" where messages to other players can be placed. One can collect orders in another box with a slit in its top. This box should be sealed, so that players cannot read each other's orders. At regular intervals, a gamemaster or group of players can collect the orders and rearrange the board. You can make the turns any length you desire. The Table Gaming Club collects orders and re-adjusts the board once per week.

No game generates more intrigue, more plotting, or more paranoia than long-term DIPLOMACY played in teams. When each Great Power has several representatives, the number of deals and negotiations increases geometrically, and with the extra time which bulletin-board DIPLOMACY affords, the number of bargains can become truly vast. Unless each team coordinates its activity carefully, its promises can become very confused. Accidental wars will be common.

Team bulletin-board DIPLOMACY adds another element of real international politics to the game — espionage. Any clever team will recruit several agents who are not officially playing, to carry messages...and spy. They can pose as members of other teams, or pretend not to be involved at all, and ask seemingly innocent questions. Of course these unofficial players need not remain loyal to the same side. They can switch teams, taking their secret information with them. To prevent total chaos, each team should have at least one member whose loyalties are known and cannot be changed.

Espionage grows naturally out of the game. It exists without special rules or tables to roll dice against. This is an example of DIPLOMACY's elegance. The rules create an environment where tactics and strategies of international intrigue become useful for their own sake — not because a game designer decided to write guidelines for them.

If you like variants, you could create a second scoring system, and appoint two winners to each game --- a winning country and a winning spy. Economic rules make this system easy to devise, since the spies can compete for game-money, which must be paid out by the players. Whichever spy becomes the richest wins. Each nation must choose between paying its secret agents well, draining money from other activities, or paying them poorly and risking betrayal. The spies themselves can buy or sell secrets from each other. In a more normal DIPLOMACY game, the best secret agent could be selected by a vote. Spies could also be required to forecast moves for each enemy Great Power before every turn, and scored by their number of correct predictions.

You've heard about push-button war? Well, now you've heard about push-pin war.

NEWS FROM OVERSEAS

Don't miss the announcements on MIDCON and WORLDCON in this issue, as well as the special indepth report on the Australian Diplomacy hobby, as well as some reviews of overseas publications in the reviews section.

NO MORE TROLLSPEAK! Malc Smith, publisher of BOHEMIAN RHAPSODY, is moving (again) back to Belgium. Effective 9/1/87 his address will be: Melin Stokelaan 3, B-2000 Antwerpen Belgium. Somewhere in this issue is a cover illustration taken from the latest issue of BR. It's a cross between a high-tech oil rig and a Viking village.

MILESTONE: WAR & PEACE #50. Derek Caws recently published his fiftieth issue of WAR & PEACE, one of the better British Diplomacy publications. W&P always includes a good article or two, news of the British hobby, letters, and lots of game. It's cover artwork isn't too bad either, as witness the one I've reprinted in this issue. I think it's one of the best covers I've ever seen. If you'd like to experience a different approach to Diplomacy, check out W&P. Derek's address is on the inside front cover.

POLLS APART! The two major European zine polls are underway. It's too late to vote in the 1987 UK Postal Diplomacy Zine Poll but it will be interesting to see the results (available from John Piggott, Bosworth House, Central Wall Rd., Canvey Island, Essex, SS8 9PJ, U.K. for US\$2.00). There were 66 zines listed on this year's ballot and that includes some very fine zines. Also, this year the British (thanks to the efforts of Derek Caws) are running their own version of Linda Courtemanche's Cancer Appeal in conjunction with their balloting. On the other side of The Ditch the 1987 European Zine Poll is under way and there is plenty of time to vote before the 31 December deadline. Send a list of your favorites, rated on a 1 (low) to 10 (high) scale to Jaap Jacobs, Kaiserstraat 10-B GR Leiden, The Netherlands. Twenty-eight zines make up the field and there will be a lot of competition for the top slots. Results will appear in the first issue of OXYMORON published next year.

TAU CETI PHOENIX just floated up from down under and Larry Dunning, its publisher, has moved to P.O. Box 1300, Albany, 6300 West Australia. I guess the Aussies have finally realized that The Cup is back where it belongs. Now if we can just convince the New Zealanders of that. TCP is a good example of an Aussie zine; filled with all kinds of games, news, sci-fi, fantasy, etc. It's as foreign as you can get and still be in English.

TAKE ANOTHER LOOK at TAKE A LOOK #2, the journal of the British Miller Number custodian. It includes more game records from the British hobby and several different variants, complete with maps and rules. If you are into variants contact Martin Lewis, 95 Vicarage Rd., Watford, Herts., WD1 8EJ, U.K.

MIDCON

NATIONAL DIPLOMACY CHAMPIONSHIP 1987

MIDCON is the most successful convention the British Gaming Hobby has ever seen. Now in its seventh year, at the same venue, organised by the same committee, it is the longest running event of its kind. **MIDCON** will take place on 13, 14 and 15 November 1987.

MIDCON is held at the Royal Angus Hotel, one of the best hotels in the Midlands, fully deserving its four-star rating. It is a few minutes walk from Birmingham's New Street railway station and coach station and conveniently sited for the motorway network, so however you choose to travel, **MIDCON** is easy to get to.

The main event of the weekend is the **NATIONAL DIPLOMACY CHAMPIONSHIP** which was the first properly organised large-scale event of its type in Britain and is the most prestigious to win. It involves playing games of Diplomacy on both Saturday and Sunday and the scores from both days determine the result. The National Championship is officially recognised by Gibson's Games, the British owners of "Diplomacy".

MIDCON also features many other events over the weekend. A quiz is a regular feature, as is a darts tournament, pool and table football competitions. Every year there are speciality events; Pass the Pigs and Pit have been hits in the past. And of course there are plenty of opportunities to play games of all kinds throughout the weekend.

The other big reason for going to **MIDCON** is to meet other games players. It is a huge gathering of the Diplomacy hobby and gives you the chance to see old friends or make new ones.

The hotel bar will be open for most of the day and late into the night. As well as the hotel restaurant, there will be a cold buffet at lunchtime on Saturday and Sunday and hot snack meals available at various times throughout the weekend. For the more adventurous, the restaurants and takeaways of central Birmingham are only a short walk away.

The Royal Angus Hotel normally charges around £60 a night for its excellent facilities, but we have negotiated special **MIDCON** rates of £18.50 per person per night in a shared room and £22.95 in a single. All the rooms have private bathrooms, and full facilities. Full English breakfast is included in the price and is quite superb.

To benefit from the special room rates and to enter the tournaments, you need to register. This costs £5 until 31 July and £6 afterwards.

Two hundred games players will be at **MIDCON** in November, will you be among them?

To : Brian Williams, 30 Rydding Lane, Millfields Estate, West Bromwich, West Midlands, B71 2HA.

Please register me for Midcon 87. I enclose a cheque for £6 (£5 before August) made payable to "National Diplomacy Championship".

Name: _____

Address: _____

DIPLOMACY WORLDCON

/17/

1988 will be remembered throughout the hobby as the year of the first Diplomacy Worldcon. After many months of discussion, the first Worldcon is due to be held in Britain this coming July.

The dates are now fixed for July 15-18 with a possible extension to July 19th if there's enough interest. It will be held in conjunction with the established British Manorcon at the High Hall in Birmingham, England.

Manorcon is the largest British postal gaming convention. Last year the convention boasted a record turnout of about 250 people. Apart from the centrepiece of the Diplomacy tournament, there also competitions for other boardgames such as Railway Rivals, 1829, Acquire and Kingmaker. You could also compete in popular British games such as darts, croquet and soccer. In fact there is even a regular American football tourney which would certainly be livened up by the entry of a couple of US teams...

Alan Calhmer is the Guest of Honour. I gather he's really chuffed to be flown over at no expense to himself... Also present will be top British game designers David "Railway Rivals" Watts and Francis "1829" Tresham.

With the added draw of Alan Calhmer and the rest of the American visitors, I expect over 300 hobbyists will be present from all over the world. This should make Manorcon '88 the largest purely postal gaming convention ever.

I expect many Americans will use the event as an excuse to make long-planned trip to Europe. Birmingham is within easy distance of London by train. It would be very convenient to fly over for the convention and spend the rest of the vacation touring Britain, and maybe the rest of the Continent too. Paris would make a nice two day stopover...

There is also some talk in Britain of an "Adopt-a-Yank" scheme for the want of a better term... The idea is that British hobbyists could volunteer to put up Americans either before or after the convention. This would be an excellent way for Americans to get to know the British hobby and Britain in general. So far the scheme is just a suggestion. However I'm prepared to collect names of Americans who'd like to be "adopted" and hopefully pair them with some Brits. Would anyone be interested in this idea?

As American Coordinator for the event, I'd like to hear from everyone who's interested in attending Diplomacy Worldcon. I'm hoping to put out a newsletter to keep everyone abreast of developments as well as providing specific directions and estimated costs. If you are at all interested in Diplomacy Worldcon, please don't hesitate to write. Here's looking forward to what will be a very special hobby event.

Simon Billenness, 630 Victory Blvd. Apt 6F, Staten Island, NY 10301, USA

BE THERE...



JULY



1988

SUN	MON	TUE	WED	THU	FRI	SAT
					1 DIPCON XXI SAN ANTONIO TEXAS REMEMBER THE ALAMO!	2 DIPCON XXI SAN ANTONIO TEXAS ALAMO RENT-A- CAR!
3 DIPCON XXI SAN ANTONIO TEXAS WIN THE BOWIE PRIZE!	4 INDEPENDENCE DAY DIPCON XXI SAN ANTONIO TX WHO'S THE DEGUILO FOR?	5 For more information on DIPCON contact: Pete Gaughan, 3121 E. Park Row, #165 Arlington, TX 76010, U.S.A.	6	7	8	9
10	11	12	13	14 BASTILLE DAY VIVE LA FRANCE!	15 WORLDCON I MANORCON BIRMINGHAM UK GOD SAVE THE QUEEN!	16 WORLDCON I MANORCON BIRMINGHAM UK GOD SAVE PEERY TOO!
17 WORLDCON I MANORCON BIRMINGHAM UK DON'T FORGET CHARLES & DI!	18 WORLDCON I MANORCON BIRMINGHAM UK GOD BLESS THE IRON LADY TOO!	19 For more information on WORLDCON contact: Simon Billenness, 630 Victory Blvd., Apt. 6F Staten Island, New York 10301, U.S.A.	20	21	22	23
24	25	26 For more information on PEERICON contact: Larry Peery, Box 8416, San Diego, CA 92102, U.S.A.	27	28	29	30 AND NOW FOLKS.. PEERICON VIII SAN DIEGO CA NOW FOR SOME REAL DIPLOMACY!
31 PEERICON VIII SAN DIEGO CA SHORT....BUT NOT SWEET!!						

WIN FRIENDS WITH DIPLOMACY!

COMING TO TERMS WITH THE END GAME

We all know what the End Game in Diplomacy is, right? Wrong! I had originally intended to start this special report on End Games with a sampling of definitions of the term "End Game." I was sure I would find brilliant examples in Rod Walker's *PLAYER'S GUIDE TO DIPLOMACY*; Mark Berch's *LEXICON*; and my own *AN INTRODUCTION TO THE STRATEGY AND TACTICS OF DIPLOMACY*. Well, I couldn't even find a copy of Rod's Guide. And searching for a definition in *S&TPD* gave me nothing but a headache. So my last hope was Mark's *LEXICON*. And here's what he said about that, "Oddly, I have no definition of End Game in the *LEXICON* or *SON OF*. I'd favor this: "The End Game is that portion where the final outcome is decided and played out." It's a loose definition, but it points out the agenda of the End Game." So much for that idea.

And then there was the problem of what is the precise form the term itself should take. I use End Game. Some use Endgame. And some use end game. Fortunately, nobody used endGame, or I'd probably have abandoned the project right then and there.

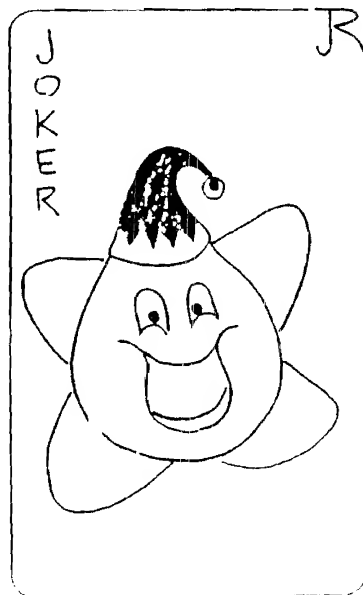
Instead of a lot of long, esoteric discussion of the End Game concept; which is easily found in other sources; I decided to build this theme issue around a series of examples of real Diplomacy games; some postal demo games, some regular postal games; some FTF games played under tournament conditions, a championship game, and even one hypothetical game. I figured you'd learn more from studying real examples than you would from theory. Scattered among the many examples are a series of short essays that discuss a particular aspect of End Game play; such as probabilities, forecasting, and ways of playing the field. While these aren't directly pertinent to the End Game's tactics or strategy I think you'll find that there is more, much more to End Game play than just tactics and strategies. The End Game is a whole different ball game, or horse race, than the Opening or Mid Games.

In our presentation I've drawn on games I'm familiar with; such as 1985A in which I was a player, 1985HC which appeared in *XENOCOGLIC*, 1986H and 1986Q, our first two demo games, and the third and fourth games from this year's *PEERICON*. I also included a write up on the Australian National Championship Game and I had a chance to see all the moves for that.

Finally, I indulged in a bit of fantasy and included a discussion of Diplomacy based on the writing of Robert Ludlum, one of today's top fiction writers. Just pretend Edi Birsan wrote it and it will make a lot more sense to you. But, to get things off to a good start let's begin with an essay by David Hood, the current American champion.

There's not a lot we can teach you about the End Game. But what I hope is that you'll take these games, especially the two demo games, and play them out to completion and see what happens. And by all means share it with us. Playing, not reading, is the best way to improve your skills in Diplomacy and that applies just as much to the End Game as it does to any other part of the game. So, when you've finished reading this I suggest you set up one of those demo games, or any other uncompleted game you happen to have sitting around, and see how far you can take it.

Just remember that when the English get into Moscow, the Italians into Liverpool, or the French into Smyrna it's all over.



THOUGHTS ON THE ENDGAME

David Hood

In my experience, there are two kinds of Dip players, no matter what anyone else tells you. There are Tacticians, and there are Talkers. Some of us are good at negotiations, others are experts at making or breaking defensive positions. Rarely do the two abilities manifest themselves in the same person; when they do, watch out!

I am not a good tactician, so I am really not the one to talk about the Endgame. This period of the game revolves around the struggle for the win, or the stalemate. Most of the fighting centers around the line of spaces which stretches across the board from Spain to St. Petersburg. It showcases the tactical abilities of those involved, or often in my case, the lack thereof.

Why don't I like the Endgame?

THERE ISN'T ANY GODDAMN NEGOTIATIONS!!!

Well, not much, anyway. The astute diplomacist out there was about to skip my article and scan for more Dippy Doodles. Fact is, there actually IS some taking in this period of The Game, and understanding its importance is often crucial to winning or losing a game of Diplomacy.

Perhaps the best way to illustrate this point is to list common endgame situations and explain how negotiations effect each one.

First, there is the FAIR FIGHT. In this configuration, one Power has become dominant in both the East and West, and the Endgame consists of each of them trying to go across the stalemate line for that eighteenth center. An example might be England vs. Turkey, who would be fighting over such centers as Marseilles or Munich.

Some of the most interesting variations of this concern the presence of smaller Powers in the middle. These three or four-center nations can often play Kingmaker, as their centers could be ceded to one Power or another. This is the diplomatic element in this type of Endgame; I have even seen that third Power force itself into a three-way by skillful manipulation of the two behemoths...

Second, there is the NOT-SO-FAIR-FIGHT. Here we have an alliance in the process of conquering the rest of the board. The residual Power on the other end of the alliance often has no choice but to die. Officially, the goal of this Endgame is a 17-17 center split, but there is usually the temptation for one or the other partners to stab for a win. This may give some bargaining leverage to a third party, by fermenting distrust between the alliance members.

Third, there is AUSTRALIAN DOUBLES. This features an alliance on one end and a larger Power which has dominated its Half of the board by itself. If the latter has consolidated quickly enough, he may be able to force his way to the victory over the combined weight of the alliance on the other side. More often, though, the single Power has trouble enough just trying to maintain a stalemate line of his own. Sometimes he is able to negotiate with one of the alliance members and get a stab, if his promises of a subsequent two-way are credible enough.

Fourth, we have probably the most common situation, DOUBLES. Two alliances face each other and fight over the stalemate line to try and prevent a four-way draw from happening. Stabs on one or both sides of the line could also prevent the dreaded four-way tie, but these stabs usually happen in the Midgame instead. Of course, DOUBLES may be transformed into one of the other types by a little bit of Endgame stabbery...

I have also seen at least two games where triples have formed in each Heartland. For lack of a better term, I'll just call this kind A BLOODY MESS. Everything gets so entangled in these games that both of the ones I saw ended up in very silly four or five-way draws. Is everyone else in 1987CL paying attention to this?!

Now there are many different Endgames I have seen which do not fit exactly in one category. But this is a useful list of generalizations. In some, I have noted that negotiations and stabbery can often play a major role. So, don't stop writing letters just because the game is in its final stretch. Sometimes the Endgame can actually be interesting!

GAME OPENINGS

PONTEVEDRIA: Ken Peel, publisher of The Zine Register, has taken over as publisher of PONTEVEDRIA, the list of regular Diplomacy game openings. It's available from him for a SASE, at 8708 First Ave., #T-2, Silver Spring, MD 20910. The last list I saw contained at least 30 different zine titles offering regular and variant game openings so if you are having a problem finding either you just aren't looking. While you are at it send Ken \$1.50 for the latest copy of THE ZINE REGISTER. It's a handy guide to all the hobby's publications and services.

KNOWN GAME OPENINGS: Available from Robert Sacks, 4861 Broadway, 5-V, New York, NY 10034, for a SASE. Besides a list of game openings it also includes an extensive list of gaming events, and a rather bizarre view of the hobby as seen from Sack's vantage point. The info is good, however.

GAMES BY MAIL

If you live in an area devoid of a local game store I suggest you contact GAMES BY MAIL, Andrew Webber, P.O. Box 98, Station D, Toronto, Ontario, M6P 3J5, Canada. He offers a wide variety of games and publications of interest to all types of gaming fans, including Diplomacy players. A sample is free on request.

S&T and THE WARGAMER

One of the gaming hobby's oldest titles is STRATEGY AND TACTICS which is now available from World Wide Wargames, Box F, Cambria, CA 93428 (\$36 for an 8 issue sub). Recent issues have dealt with The Battle of Abensberg, Eckmuhl, Kanev and such topics as The Taiping Rebellion of 1851-1868, the North German Plain's key role in a future NATO-WTO conflict, and Nicaragua. THE WARGAMER (\$15 for 6 issues) offers reviews of many different designers and manufacturers. Since taking over S&T from TSR, the 3W people seem to have done a lot to get the zine back on the road.

DIPLOMACY WORLD SAMPLER AVAILABLE

Copies of the new DW Sampler are available now. The Sampler includes a copy of the current issue and a package of information about DW, Diplomacy, and the hobby. This is designed as a "get acquainted" issue/mailling for people new to DW or the hobby. As time goes by we hope to include additional items in the mailing such as a copy of the current PONTEVEDRIA, KGO, and perhaps SUPERNOVA and MASTERS OF DECEIT.

STATS, STATS, AND MORE STATS!

Statistics are important. They really are. A hobby like Diplomacy generates a lot of them in various forms for various purposes. EVERYTHING, the journal of the Boardman Number Custodian, keeps track of game starts and results. ALPHA & OMEGA does the same for variant games (and see our editorial on that in this issue). THE DRAGON'S LAIR keeps track of player performances in several rating systems. If you are a publisher or a gamemaster please make sure a copy of your zine or game record gets to these people: BNC: Steve Heinowski, 12034 Pyle, Oberlin, OH 44074; MNC: Fred Hyatt, 60 Grandview Pl., Montclair, N.J. 07043; DRAGON'S LAIR: Stephen Wilcox, 5300 W. Gulf Bank, #103, Houston, TX 77088

GOT A BITCH?

The world's not perfect and neither is the Diplomacy hobby. If you've got a problem with another hobby member that you can't resolve an Ombudsman service is provided under the auspices of John Caruso, 29-10 164th St., Flushing, NY 11358.

1986H/Spring 1906/The Results

GERMAN/RUSSIAN JUGGERNAUT ROLLS ON,
NEW GOVERNMENT FORMED IN TURKEY,
ITALY

ENGLAND (Al Pearson)
Army Yorkshire-Liverpool
Fleet London-North Sea

FRANCE (John Kador)
Army Picardy-Brest
Fleet English Support Picardy-Brest

GERMANY (Edi Birsan)
(Playing two units short)
Army Portugal-Spain
Army Spain-Gascony
Fleet North Sea Convoys RUSSIAN
Army Norway-Yorkshire
Fleet Holland-Belgium
Army Edinburgh Supports RUSSIAN
Army Norway-Yorkshire
Fleet Kiel-Holland
Army Berlin-Munich
Army Munich-Burgundy
Army Serbia Supports RUSSIAN
Army Rumania-Bulgaria

ITALY (Stan Johnson)
Army Venice Supports Army Trieste
Army Trieste Supports TURKISH
Army Bulgaria-Serbia /NSU, NSO/
Fleet Ionian-Adriatic
Fleet Tyrrhenian-Ionian
Fleet Syria-Smyrna

RUSSIA (Kathy Byrne)
Army Norway-Yorkshire
Fleet North Atlantic-Mid Atlantic
Fleet Norwegian-North Atlantic
Army Rumania-Bulgaria
Army Warsaw-Galicia
Army Bohemia-Tyrolia
Army Budapest-Trieste
Army Sevastapol-Armenia
Fleet Black Sea Supports Army
Sevastapol-Armenia

TURKEY (Hugh Christie)
Fleet Greece Supports Fleet Eastern
Mediterranean-Aegean
Fleet Eastern Mediterranean-Aegean
Fleet Constantinople-Ankara
Fleet Aegean-Constantinople
Army Smyrna-Armenia

The Commentary (Mark Berch)

Spring 1906...

I still believe the German/Russian alliance will break up, but this season's results make it clear that this will not occur in midgame. Birsan's three assists resolve that question, and it is now too late for him to do a mid game stab.

Turkey has a fairly important guess coming up this season. To retake Bulgaria and safeguard both Ankara and Constantinople, he must correctly guess what Russia will do with the Black Sea. Fleet Black Sea-Constantinople is perhaps Russia's most versatile choice, but supporting an attack on Ankara or on Constantinople is also a reasonable prospect. Much depends here on Italy's cooperation. If Italy will endanger Trieste by doing Army Venice Supports Fleet Adriatic-Trieste, Army Trieste-Serbia, that will make Turkey's job much simpler. Although superficially, there's nothing in such a plan for Italy, his ability to stonewall is linked to Turkey's.

But by and large, the game is entering a mop-up phase. Russia clearly has a lot more work to do than does Germany, especially if Turkey is not forced to make a removal this winter. Although Germany has a very isolated place in Serbia, that piece will be helpful if he should link up with the remnants of Italy/Turkey at some point. He'll be building three this winter, and Russia won't, but then again, Russia is moving her fleets into areas where she cannot be effectively contested, and she'll have great retaliation strength if need be. The events of Fall 1906 and probably all of 1907 should be viewed largely in terms of how they set the stage for the final Russo/German conflict.

Closing Commentary...

This ninth Hoosier Archives Demo Game was, on balance, probably the least successful one in the series. The game began amid some squabbling arising (so far as I could see) from ego-problems. This was the first one in the series to have a significant problem with dropouts, with only five people playing out their positions.

With the benefit of hindsight, it appears that there was a two way German-Russian alliance right from the start. The two-way, game long alliance, as many people have noted, is probably the most powerful engine for success at the Diplomacy board. Alas, usually (but not always),

1986H/Fall 1906/The Results

WINDS OF WAR BLOW OUT,
GERMAN/RUSSIAN DRAW PASSES!

ENGLAND (Al Pearson)
Army Liverpool-Yorkshire
Fleet London Supports Army
Liverpool-Yorkshire (Dislodged)

FRANCE (John Kador)
Army Brest Hold
Fleet English Channel Supports
Army Brest

GERMANY (Edi Birsan)
Army Spain-Marseilles
Army Gascony Supports Spain-Marseilles
Army Burgundy-Paris
Army Munich-Tyrolia
Fleet Belgium-English Channel
Fleet Holland-North Sea
Fleet North Sea Supports RUSSIAN
Army Yorkshire-London
Army Edinburgh-Liverpool
Army Serbia Supports RUSSIAN
Army Bulgaria (OIM)

ITALY (Stan Johnson)
Army Venice-Tyrolia
Army Trieste Supports Venice-Tyrolia
Fleet Adriatic Supports Army Trieste
Fleet Ionian-Greece
Fleet Smyrna-Aegean (NSU)
Fleet Syria Not Ordered (Holds)

RUSSIA (Kathy Byrne)
Fleet North Atlantic Supports
GERMAN Army Edinburgh-Liverpool
Army Yorkshire-London
Fleet Mid Atlantic-West
Mediterranean
Army Galicia-Vienna
Army Tyrolia-Piedmont
Army Budapest Supports Army Galicia-Vienna
Army Bulgaria-Constantinople
Fleet Black Sea Supports Army Bulgaria-Constantinople
Army Armenia-Ankara

TURKEY (Hugh Christie)
Fleet Greece-Bulgaria (south coast)
Fleet Constantinople-Black Sea
(Dislodged)

The Commentary (Mark Berch)

it produces a less varied game, one less interesting to watch. A countervailing alliance either forms or it doesn't form. In the latter case, the only question is then: How long do the allies want to play it out. In this game, the answer was: Not All That Long, Thank You. There's a logic for that. If neither player is interested in the win, then why go through all the motions? Spend your time better on the next game.

CONS

Cons, for those of you not familiar with the term, are the slang expression for face-to-face Diplomacy events. They range from small, local events to major regional and national ones. Here's a report on some past, present, and future ones.

MADCON/DIPCON '87: It has now been some five months since MADCON/DIPCON, hosted by The Madison, WI Diplomacy group. And, as far as I am aware, still no official report on the national event has been published. Mark Frueh wrote me last June that it would be out by the 4th of July or so. This isn't the first time the report has been late or even non-existent. Still, there's no excuse for that kind of tardiness. I hope someone, somewhere, will write up a report and get it out to the hobby. After all, it's as much their event as it was the Madlads.

ORIGINS '87; Held in Baltimore over the 4th of July weekend this year's ORIGINS included a Pax Britannica tournament with 37 players (won by David Schwartz, Germany), with Marc Hurwitz (France), John Carl Haas (USA), Rob McCarter, and Horace Cocroft rounding out the top five. Maurice Page and Bill Stapel tied for top honors in Fred Davis's SkinnyDip tournament. The Diplomacy tournament had 12 boards on the first day (with 2 rulebook victories) and 5 boards on the second day. John Boardman and Robert Sacks ran the tournament. Top finisher were: Jim Yerkey (1st), Bill Thompson (2nd), Bob Addison (3rd).

PEERICON '87: On August 1-2 in San Diego, CA. Randy Goldring beat out Steve Cooley by one-half a point for top honors. Ron Spitzer (3rd), Larry Peery (4th), and Pete Woodruff (5th). For the first time there was no rulebook victory.

CON THE BARBARIAN: Was held in Santa Barbara, CA over the Columbus Day weekend. The local Dips sat around and played and told Italian jokes.

1986/Winter 1906/The Results

TURKEY (Hugh Christie) Continued
Fleet Aegean-Constantinople
Army Smyrna-Armenia
Fleet Ankara-Supports Fleet

ENGLAND (Al Pearson)
~~Vobvobv~~, ~~Vivvobv~~ 2/0 Out

FRANCE (John Kador)
 Brest, ~~Paris~~ 2/1 Removes One

GERMANY (Edi Birsan)
 Home, Belgium, Holland, Denmark,
 Edinburgh, Marseilles, Spain,
 Portugal, Serbia, Liverpool,
Paris 11/12 Builds Two

ITALY (Stan Johnson)
 Home, Tunis, Trieste, Greece
 5/6 Builds One

RUSSIA (Kathy Byrne)
 Home, Rumania, Norway, Sweden,
 Vienna, Budapest, Constantinople,
London 9/11 Builds Two

TURKEY (Hugh Christie)
 Smyrna, Ankara, ~~Constantinople~~,
 Bulgaria, ~~Greece~~ 4/3 Removes One
 (One annihilated)

Supply Center Chart

	01	02	03	04	05	06	
AUSTRIA	4	5	5	1	0	-	
ENGLAND	4	4	4	2	2	0	
FRANCE	5	5	4	5	2	1	
GERMANY	5	6	7	8	11	13	DRAW
ITALY	4	4	4	5	5	6	
RUSSIA	5	6	6	8	9	11	DRAW
TURKEY	4	4	4	5	5	3	

MORE CONS

No results yet from GATEWAY, BRUXCON/TOMATOCON, CAMCON, or NOVAG. Several events are traditionally held over the Halloween weekend. Coming up on December 5th, in San Diego, CA is BEETHOVENCON, a non-Diplomacy, just for fun event. Somewhere around New Year's will be DAFCON, up in Sacramento CA. Contact Daf Langley (address on the inside front cover) for details on that.

Next year's roster of events is already starting to fill out. Here's a sneak preview of what's coming up:

DIXIECON II - Memorial Day weekend in Chapel Hill, NC. Contact David Hood for details (address on inside front cover).

MARYCON - June 3-5 in Fredericksburg, VA. Strictly a Diplomacy and near Dip event. Contact Dick Warner, Dept. of History, Mary Washington College, Fredericksburg, VA 22401 for details.

DIPCON XXI - July 1-4 in San Antonio, TX. Contact Pete Gaughan, 3121 East Park Row, #165, Arlington, TX 76010-3744.

WORLDCON I/MANORCON - July 15-18 in Birmingham, England. See announcement elsewhere in this issue.

PEERICON VIII - July 30-31 in San Diego, CA. Strictly a Diplomacy event. Contact Larry Peery (address on inside front cover).

GENCON XXI/ORIGINS - August 19-21 in Milwaukee, WI.

If you are planning on hosting a Diplomacy event in the future check with David Hood, our Diplomacy Hobby Events Coordinator. He'll be glad to help you have a successful event.



YOU DON'T HAVE TO
 BE CRAZY TO PLAY
 THIS GAME
 BUT IT HELPS!

DIPPY DOODLES * JR

DIPLOMACY

DIPLOMACY

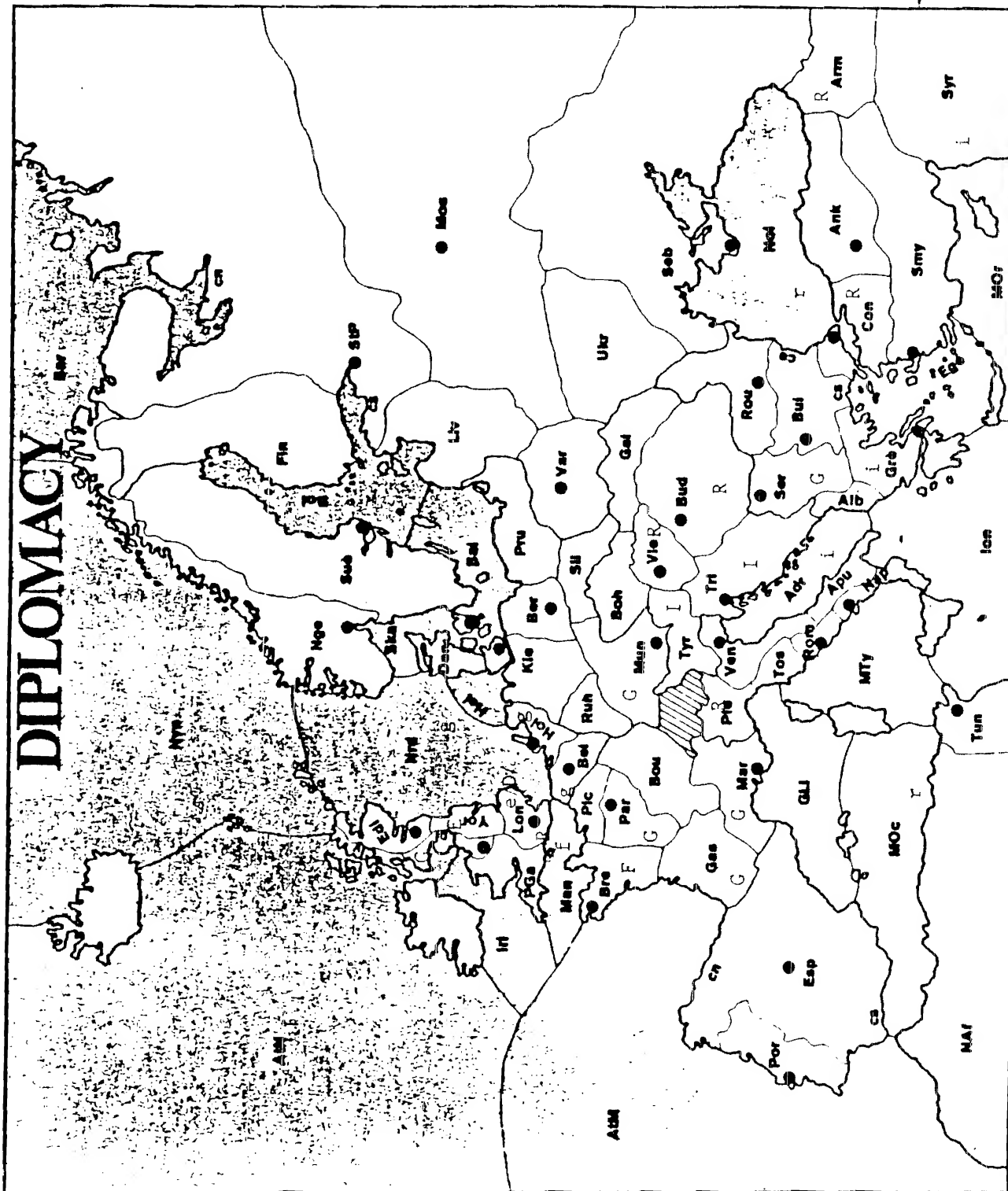
Note: This is the European version of the Diplomacy conference map. If you're going to WORLDCON you better get used to it. And to writing prophetic builds.

Thanks to Jay Shufeldt for the map.

Pour la rédaction rapide des ordres, il est conseillé d'utiliser les abréviations usuelles ci-dessous qui sont valables internationalement :

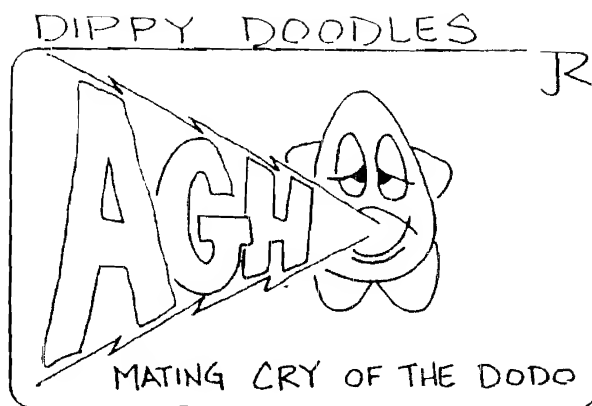
A	Armée	
F	Flotte	
xxx	Arrêt	
-	Avancer ou attaquer	/2
S	Soutenir	
C	Convoyer	

Les ordres non exécutables doivent être soulignés.



Players of Record

AUSTRIA: Randolph Smyth
 ENGLAND: Al Pearson
 FRANCE: John Kador
 GERMANY: Edi Birsan
 ITALY: Paul Rauterberg (Drop F'01),
 Dan Stafford (Res W'02),
 Jim Burgess (Res S'05),
 Stan Johnson
 RUSSIA: Kathy Byrne
 TURKEY: Blair Cusack (Drop F'05),
 Hugh Christie

END GAME STATEMENTS

AUSTRIA (Randolph Smyth)

This is written at the end of 1904, as I find myself reduced to one center through attacks by my four (!!!!) neighbors. Maybe I should wait until it's official, but I have too much respect for my opponents to imagine that I'll survive next year, or play a significant role in the meantime.

Having all four neighbors as continuous enemies says something about your diplomacy. You have to work at that sort of thing. My viability through 1904 owes more to luck and opponents' NMRs than to any tactical brilliance. The succession of three Italian players in four years was particularly ego-destroying, as I made a fair deal (I thought) with each of them, only to be attacked by each in turn. Hats off to whoever was responsible—Edi Birsan, I suspect.

I began the game having played against Blair Cusack (Turkey) and John Kador (France), and having gamemastered Paul Rauterberg (the original Italy). The rest of the players were just names. Blair was the only other Canadian, so my first thought was that I didn't want to get TOO chummy with him, in case the other players saw it as a "Canadian team" and put us in a diplomatic ghetto. Besides, both Paul and Kathy Byrne (Russia) were writing much friendly stuff before Spring 1901. I reckoned Blair felt roughly as I did, so, I angled for a Russia/Austria/Italy alliance to blitz Turkey. A bounce in Galicia was prearranged with Kathy, but the rest of my stuff went southeast and I regarded Paul as my primary ally.

That illusion went down the drain when Italy occupied Trieste in Spring 1901. I eventually got the center back for a while, but never again felt any sense of diplomatic control—the sharks smelled blood, I had to react to events, and no attack on Turkey ever got underway.

Kathy took clever advantage of the situation over the following couple of game years. I'm sure she determined to carve me up by Fall 1901 if not before—in hindsight it seems obvious from her moves—but her letters were friendly, promising help against Turkey, and dissuading me from ditching my original plan and pushing Blair for an alliance instead. It probably wouldn't have worked if Paul had remained as Italy, but after that one hostile shot he NMRed out. His replacement, Dan Stafford, seemed receptive to renewing the Russia/Austria/Italy blitz and returning Trieste to me. Fine, said I.

But Dan attacked me too, though tactically I got lucky and recouped Trieste in 1902. Kathy and Edi Birsan (Germany) were on my doorstep in the north by then. I'd alienated Blair by continuing against him in the east, and the Fall 1902 replacement of Dan by Jim Burgess didn't help in the least. Another agreement, another stab—I was too paranoid to trust anyone by then, so it didn't cost me significantly at the time, but a defensive shell can only hold out so long: it was all downhill from there.

1.
Certainly the most interesting moment of the game came just before Spring 1901 when I was still on apparent good terms with both Kathy and Edi. Edi phoned, as was his wont, and acted totally paranoid about Stafford's potential. Gee, even I wasn't that worried, and I was the guy out a home center! I didn't see any reason to mislead Edi, so I told him that if Dan returned Trieste (as he'd promised), I'd prefer to work with him and Kathy against Turkey. That didn't go over well with Edi, and he set up a three way conference call between us and Kathy, getting her up in the middle of the night!! OK, I thought, it's your dime.

As Edi seemed to expect, Kathy was also in favor of beating up on Dan's Italy. Where does Turkey fit it, then, I asked---after some waffling. Kathy promised to distract him in the Black Sea. How far am I going to get fighting Italy on my own, I thought---but Edi planned to send a unit south: Army Munich-Tyrolia in Spring 1902 while my Army Tyrolia went to Piedmont (!); then he wanted support for Army Tyrolia-Venice in the Fall, and we'd "walk down the boot together" after that. Thanks but no thanks, I replied: Italy was already in Trieste, Turkey was no friend, and er, by the way, isn't that a Russian army in Galicia? I needed the units closer to home. Not that I distrusted anyone, oh, my, no, but there is such a thing as too much temptation.

GERMANY (Edi Birsan)

I always prefer Demo games because they are conceived with the idea of bringing reliable and good players together with the underlying idea of demonstrating something to the hobby public. The games are thus played "under the lights" with commentary and an audience, something which is rare in postal games where the usual is to half watch your own games.

My original idea in this game was to demonstrate a blitz of England with an opening move by France to the Channel followed in the Fall of 1901 by my German fleet in Denmark going to the North Sea supported by the French. Then in 1902 the double convoy of German and French armies to Yorkshire and Wales to finish off England. My long term diplomatic idea was to pull in France and Turkey as solid allies and keep the board on a swing. Prior to Spring 1901 Kador made the poor move of not going through with the attack as planned when I wasn't committed and telling me that he was either going to Belgium or Munich regardless of England's intentions! Pearson made it clear that he wasn't really cooperating with France and the only real communicator was Kathy Byrne in Russia. My initial paranoia grew pretty intense in the fall since aside from Russia, who was telling me what I didn't want to hear, there was little real negotiations and no one seemed to have a desire for a dynamic game; thus I planned a stand off of the Russian's and a covering of Belgium, but then I changed my mind and decided not to cut the bridges since I didn't trust Pearson. However, to my shock not only didn't my order changes get in, but Italy and Turkey had NMR's in the Fall of 1901.

My initial feeling and request to the players was to end the game right there by a voted end to the game. I felt we should demonstrate common sense and end a game that was very defective due to NMR's and not waste everyone's time. Kathy also maintained identical views and it was this common held contempt for the game that was the corner stone of our alliance. Once the players refused to end the game it was my goal to end the game by vote and bring the game to a conclusion as fast as possible. This goal required at least one ally and possibly two and I set myself on an alliance with Kathy for sure and possibly Austria as a third simply because in the 1902-1903 period I felt we could sweep positions that would gain an obvious position that would force the others to agree to a three way draw.

Kathy was great to work with, she was also willing to take risks, loved explosive creative moves and had the foresight to avoid greedily one center stabs when a higher goal was reachable.

The other countries on the board were generally played poorly by lack of communication with each other of the style that would get results. I felt bad for Al Pearson, who was really stuck in a corner since Kador was not coordinating moves with him, and thus had no opportunity to show his above average talents. One of the few enjoyments I got out of the game was a series of gambits and traps I was able to pull against

the French and the English with a bit of luck that worked everytime. For example when I gave up Belgium in Spring 1902 so that I could slip behind the French and take Paris and break open the French position. When I had decided to make Pearson our third in the triple alliance to end the game, there was another set of missed moves from Italy and Turkey and I decided that the best thing now was a simple mercy killing and then wipe the board if the constant push for a voted end didn't do the trick.

The board could not stand before the combined onslaught from Kathy and myself and could never get together to stop us; hell, half the time we never knew who was going to be playing Italy and if Turkey was going to get his moves in time for the deadline.

The intensity of negative attitudes was most detracting from the game and the play. I was disappointed in more than one case with people going overboard in personal attacks, something which doesn't belong here.

On the whole the game demonstrated that two players who communicate and know what they are doing can control a game when the other players are weak and unreliable. There were a few fancy moves, and the voted conclusion to the game to bring a disappointment to an early end. I hope that other players will learn to use voted conclusions to end more games and that would at least bring some value out of this game.

ITALY (Stan Johnson)

I was very disappointed. A game could have been made of this if the other players had cooperated. However, from the moment I entered the game, all I heard from the other losers was "Let's Give Up!" Entering the game as late as I did it was discouraging to be the only one voting against the draw. While having a bad day; I decided to give in to the crowd.

RUSSIA (Kathy Byrne)

I would like to thank Larry Peery for talking me into playing in this demo game. I always felt demo games were a waste of time, and now thanks to Larry, I know they are.

The idea that one person can decide who the seven best players in the hobby are is absurd! How can anyone decide someone is a good player unless they have played against that person. A good PRM Diplomacy player will write and negotiate, and they will even send in moves. This "all star cast" showed anyone following this game only one thing - "How Not to Play Diplomacy."

No one should be impressed by the quickness with which Germany and Russia overran the board. It was obvious from as early as 1901 to both Edi and myself that all we had to do was team up, string a couple of players along until they were no longer needed, and take advantage of the English/French inability to coordinate moves, and we'd be able to end this disaster as quickly as possible.

The Italian was of no concern to us, due to frequent NMRs and player changes.

The Turk was easily kept in the corner. Edi and I wrote him when we needed him to make moves, and when we wanted him to NMR, we'd "forget" to write. Early on we realized that the Turk's lack of response meant he would do as asked. No asking, just meant no moves.

The Austrian spent all his time griping about the way Edi and I played the game. Since he didn't agree with our style of outlandish moves, and our theory of leaving the NMRing countries alone, he spent all his time telling us we didn't play the right way. His whining letters made us more determined then ever to see him eliminated.

I actually felt sorry for Al Pearson (England). He's too good of a player to find himself crippled so early in a game. A lot of that was caused by lack of cooperation with France, and a solid German/Russian alliance.

Edi Birsan's reputation is well earned. He was a trusting ally which enabled two countries units to move as one. We never squabbled over center counts, or who

owned what. We just moved in unison each season with our goal being to keep expanding our control of the board.

Lee Kendler is an excellent GM, who somehow managed to keep this game moving. Not an easy task, in view of all the FMRs, player threats to resign, and general player discontent due to a lack of interest. My thanks to Lee, for putting up with my attitude and for his great GMing.

I will never play in another Demo Game. I can live without these "all star casts." I'll stick to playing with the "average Joes" as they are better negotiators, tougher opponents, and make diplomacy much more of a challenge.

MORE PROBLEMS FOR THE ORPHAN GAMES PEOPLE

I have just talked with Kathy Byrne, of KK/WHITESTONIA and an active player in the hobby. Kathy has informed me that there are several hobby gamezines that are seriously behind in their publishing schedules and which may have folded. Among the ones she mentioned are: FOUNDATION (published by Elmer Hinton, Jr. of Nashua, NH) and its affiliate KAISSA, RANDOM THOUGHT (published by Jeff Zarse, of Hanover, NH), and SEND ME A POSTCARD (published by George Graessle, of Miami Beach, FL). If you are aware of other publications which are seriously behind in their schedule (e.g. three times their normal rate of publication or more) please let me know.

Kathy and I are both concerned because there are a lot of novice players involved in the above mentioned publications' games; not to mention the people from the play by mail gaming hobby that Hinton attracts and charges a hefty gamemastering fee. If you are a player in any of these publications please send your name, a players roster for your game (with names and addresses of players) and the last results you have to the ORPHAN GAMES CUSTODIAN, Rod Walker, 1273 Crest Dr., Encinitas, CA 92024. Until the status of these publications and games are cleaned up, we suggest you do not send any money to any of the above. If you have paid a gamefee or subscription fee to any of them and not received the service or goods ordered please inform the Orphan Custodian and DW of that as well.

Finally, if you are a reliable GM and publisher and you'd be willing to take over one or two of these games please contact Rod also. I'm sure he's going to need some GMs to take over some of these (or other) games.

IF YOU NEED MORE INFO

If you are new to the hobby and looking for more information here are some good sources for info on specific topics:

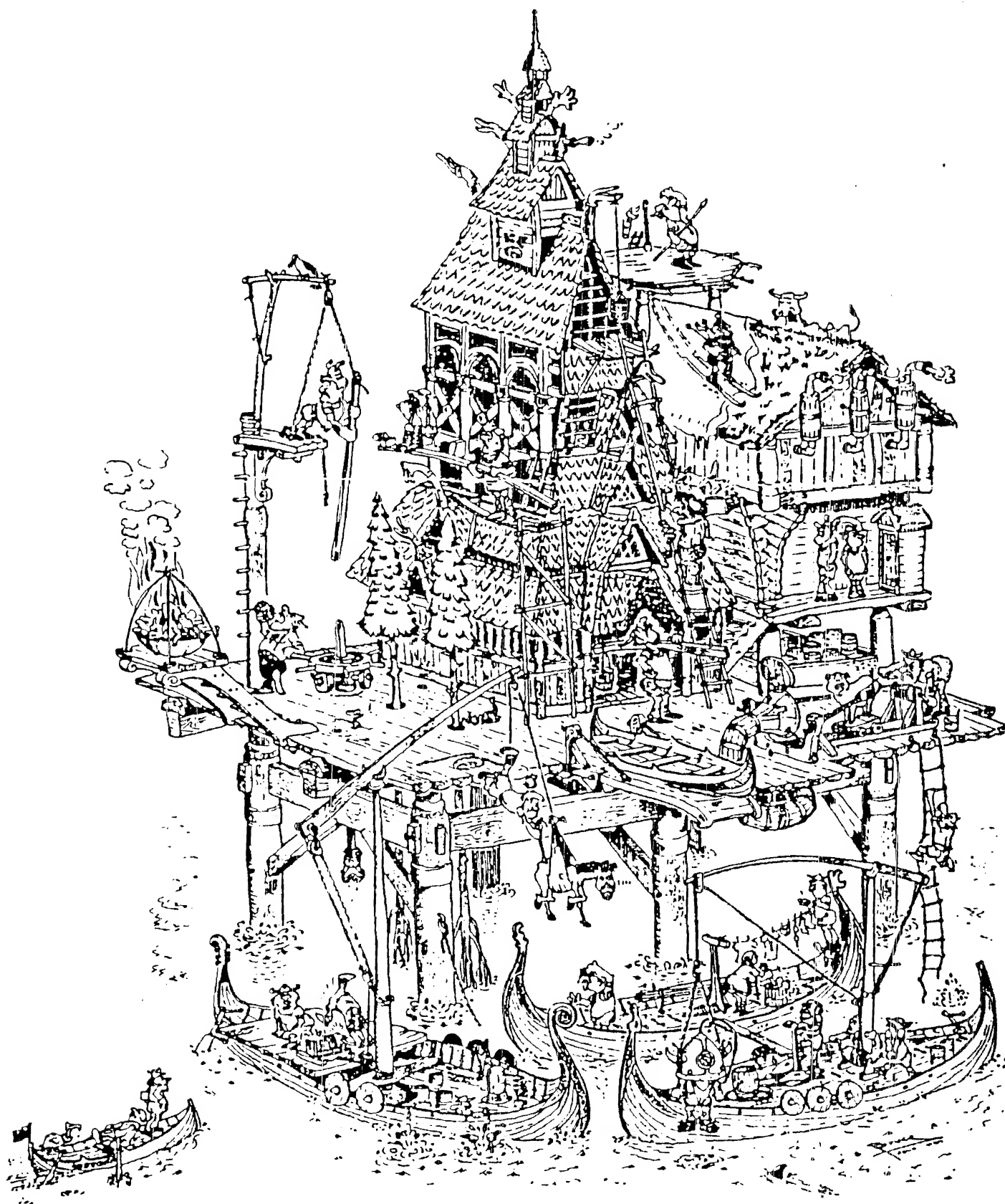
For novice and beginning players: MASTERS OF DECEIT from Woody Arnawoodian, 602 Hemlock Cr., Lansdale, PA 19446 (\$2.00); SUPERNOVA from Brux Linsey, 73 Ashuelot St., #3, Dalton, MA 01226 (\$2.00); LEXICON OF DIPLOMACY from Mark Berch, 11713 Stonington Pl., Silver Spring, MD 20902 (\$1.75).

To find new players, hobby services, and hobby info: THE BLACK AND BLUE BOOK, a director of hobby information; Larry Peery, Box 8416, San Diego, CA 92102 (\$6.00).

For a sampling of hobby magazines: THE ZINE BANK, Ken Peel (address on inside front cover). A large envelope stuffed with sample zines (\$2.50).

For the new publisher/gamemaster: ONCE UPON A DEADLINE, from Brux Linsey (address above). 204 pages of info on all aspects of both subjects (\$3.00).

For variant Diplomacy games info: The North American Variant Bank Catalogue, from Fred Davis, Jr., 3210K Wheaton Way, Ellicott City, MD 21043 (\$3.00) lists hundreds and hundreds of Diplomacy variant games.



FROM ROEMIAN RHAPSODY Engraving of Octo, Norway and Mite Smith, currently of Antwerp, Bel.

273 B.C. by Fred Davis, Jr.
 based on 473 B.C. by John Hulland

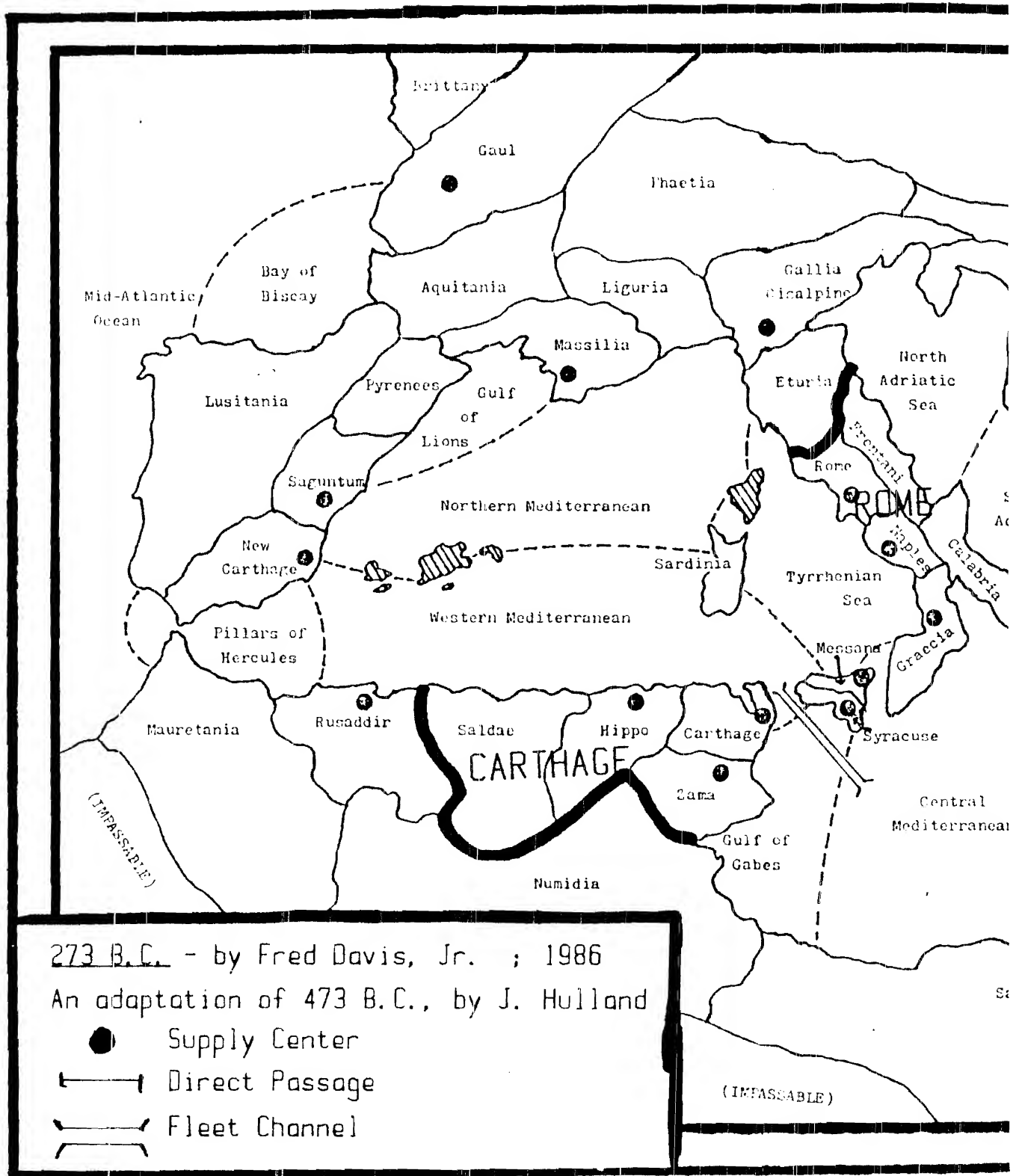
Introduction

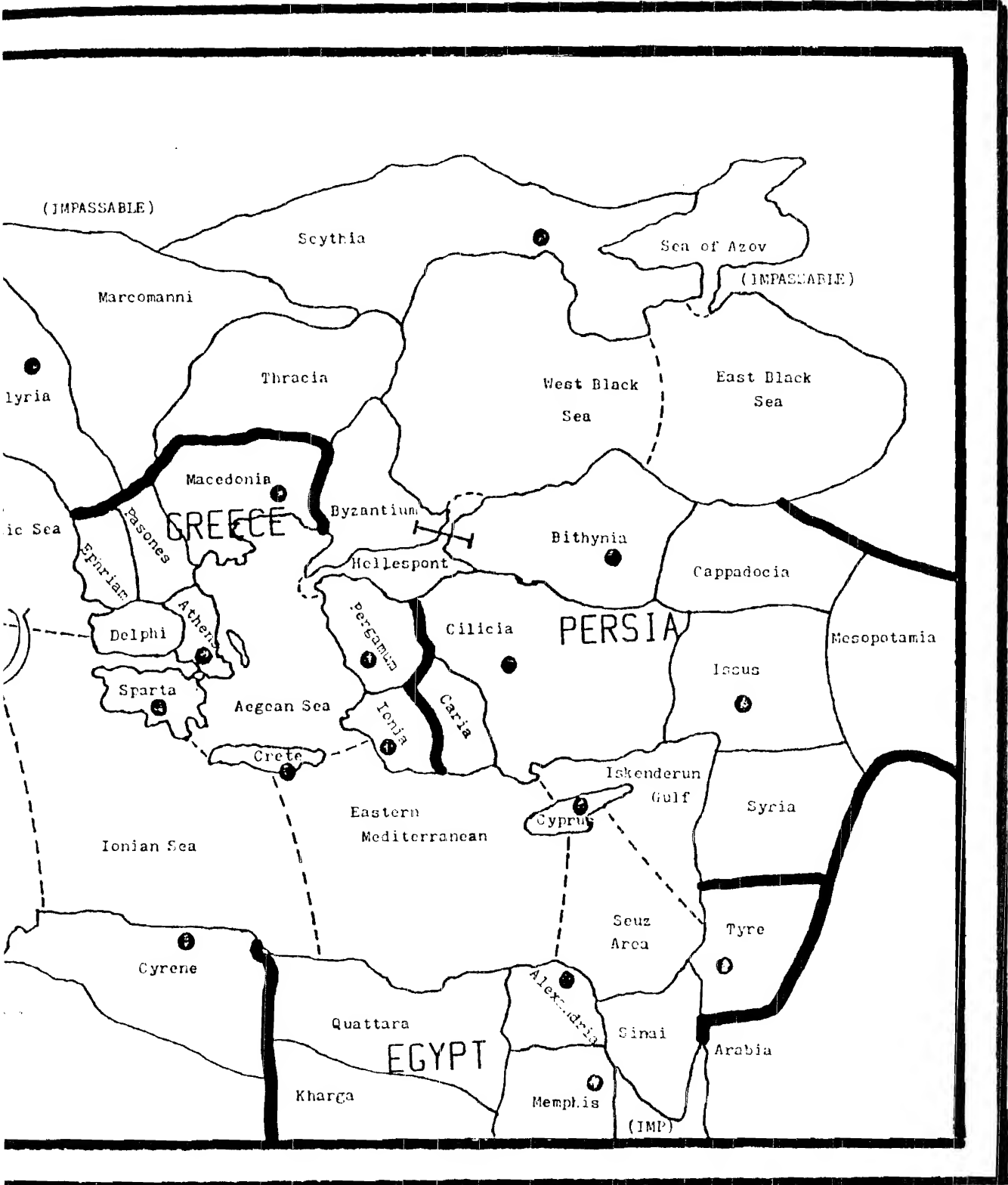
This is a five-player game set in the period of the Third century B.C., when it had not yet been determined whether the Mediterranean world would be controlled by one of the upstart powers, Carthage or Rome, or by one of the ancient ones of Egypt or Persia, or possibly by the brilliant but argumentive and fractionated Greeks.

A review of the original design showed that several changes had to be made to make this game playable. To begin with, the date "473 B.C." is an impossible one for this scenario. Neither Rome nor Carthage amounted to much at that time, and the Greek city-states were too independent to work together. By jumping ahead to "273 B.C.", the Greeks could be considered to have gotten their act together after the conquests of Alexander in the previous century. Rome and Carthage were big rivals in the Western Mediterranean area. The First Punic War began in 264 as a struggle over who should control Sicily. Also, by 273, Persia was no longer the enormous empire that it had been prior to 334, when Alexander began his campaign against them. So, it is now realistic to portray a weakened Persia as having only three Supply Centers if we ignore its eastern half.

There were several sections of the map that need to be changed. Hippo was a seaport city, not a site buried in the interior. Pergamum was a city near the Aegean, not on the Black Sea. Ankara did not exist until 1919, and so was renamed Cappadocia. A four-point border was eliminated in Anatolia, a few maneuvering spaces added west of the Black Sea. The Mid-Atlantic Ocean allowed passage from Brittany to New Carthage in one quick convoy, and so a new space was added, The Pillars of Hercules, to slow this route of expansion. The Mediterranean sea spaces were also reworked to allow fleets the option of moving to more than one body of water on their initial move.

Perhaps the greatest change in the game was made in Sicily. Rome had an army in Messina, but Carthage did not own Syracuse. This arrangement would make it almost impossible for Carthage to ever control Sicily, eliminating the cause of the First Punic War. To prevent this, the Roman army was returned to the mainland in Graecia and both Messina and Syracuse were both made neutral supply centers. As this would make the balance of neutral supply centers favor the western half of the board, each was converted into a Half Center. This kept the SC total at 29, and so the victory conditions are still 15. Ownership of both Sicilian SC's by any Power will enable it to build units in Sicily.





RULES FOR 273 B.C.

1. The Home Supply Centers and starting positions are:

CARTHAGE: A Carthage, F Hippo, F Zama.
 EGYPT: A Memphis, F Alexandria, F Tyre.
 GREECE: A Macedonia, A Sparta, F Athens.
 PERSIA: A Caria, F Bithynia, F Issus.
 ROME: A Rome, F Craccia, F Naples.

2. There are 20 full Supply Centers and 2 half Supply Centers, so the total count is 22. The Victory Criterion is ownership of 15 Centers. There are 14 SC's on the left side of the map and 16 on the right, with Illyria considered on the right. However, there are 8 neutral SC's on the left side and only 7 on the right. The total value of neutral SC's is 7 on both sides because of the two half SC's on the left.

3. The game begins in the year 273 B.C. and runs backwards.

4. Two spaces, Messana and Syracuse on the island of Sicily, are half Supply Centers. In order to support a unit, a Power must control both of these centers. Ownership of these Centers is reported in the usual way, but with the notation of "1/2" following them.

5. In addition to their Home Supply Centers, Powers may build units in the following Supply Centers after they have owned them for two years. Ownership is dependent on Fall dispositions only, not on Spring occupation.

CARTHAGE: New Carthage PERSIA: Pergamum
 EGYPT: Cyrene ROME: Massilia
 GREECE: Crete

ANY Power owning both parts of Sicily may build units in either Supply Center.

6. Special Movements:

- a. Fleets may move, but not support, directly between the Western Mediterranean, or between the Central Med. and South Adriatic, following the special channel markings on the map. These channels may not be used for conventional convoys, but if the A/F Convoy method is used, they may be used by Army/Fleets.
- b. All units may move or support directly between Bithynia and Byzantium without need of a convoy for armies. This does not affect the movement of fleets between the Hellespont and West Black Sea. Note there is no similar provision between Byzantium and Pergamum, nor between Italy and Messana.
- c. Because of the Corinth Canal, Athens has only one coast, the only two-coasted provinces are Cilicia, Etruria, and Gallia Cisalpine.

ON AIR CORYELL, DIPLOMACY, AND EVERYTHING

Larry Peery

Things were different back in the mid-1960s, a lot different. The Diplomacy hobby was in its infancy with Rod Walker doing graduate work at San Diego State College and playing midwife to the postal Diplomacy hobby and I...well, I was a very green-behind-the-ears college freshman at San Diego State. I'd never heard of Diplomacy or Rod Walker. SDSC as it was known then was growing by leaps and bounds. In less than 10 years its enrollment would grow from 12,000 to 36,000 fulltime students. More importantly in the years between 1965-1969, when I was an undergraduate, SDSC compiled a 32-0-0 football record under the leadership of Don Coryell. In those days Coryell was the school's football and an associate professor in the Physical Education Department. As such he was required (all professors at California's state universities were required to teach and to teach at least one undergraduate class) to teach a class or two each semester. Coryell, for reasons known only to himself, always taught a class of Health Science, a basic introductory class for undergraduates. During the football season each Monday's class would be devoted to a play by play recap and analysis of the previous weekend's football game. Friday's class was devoted to a forecast for the following weekend's game. Wednesday's were devoted to the subject matter; which mostly consisted of a series of dos and don'ts lectures. It was the only undergraduate class I ever had that was regularly attended by any and every sports writer in town and, by 1969, by stringers from the wire services. Needless to say, getting into the class took some doing. It was usually the first class to close out at registration, usually with football team members looking for an easy A from their coach. But somehow I managed...

First, let me say this. Coryell could motivate. That was and is his secret. He could motivate anyone to do anything. Take me for instance. I went into his class at my high school graduation weight (e.g. 185 pounds) which was too much for somebody who was 5'9" and medium built. I came out of the class eighteen weeks later 30 pounds lighter and feeling great. My achievement and some of those of the others in the class who had managed to stop smoking, or quit drinking, etc. got me (and them) an A in the class. Of all of my grades in college, it's the one I'm most proud. Just how I did it and how Coryell helped me is my business, but I used his techniques a couple of years ago on the Diplomacy hobby in saving DW, so I know the method works.

But this isn't a weight reduction article. I want to share with you a lesson that Coryell taught me during one of those football lectures he always gave. It was just after New Year's and there had been six upsets in the bowl games that year. Even the Rose Bowl had been an upset. Coryell walked into the class and tackled the subject head on, as he always did. He said something that I've remembered over the years and I think it applies to Diplomacy and especially to our discussion of End Games. He said that on any given weekend any given team could beat any other given team. It applies more so in professional football than college ball, but it still applies. A bowl weekend isn't really any different than any other weekend, the pluses are balanced out by the negatives.

What makes the difference is what happens over the long haul, week after week after week. And then it's the little things that make the difference. Attention to detail, not spectacular plays, is what's going to affect the end of the season stats more than anything else.

And, as I've watched sporting events and the Diplomacy hobby over the last twenty years I realized he was right. It was true about football during its golden days at San Diego State and it's true of the Diplomacy hobby today.

Attention to detail, not spectacular plays, is what will make the difference in the long run and in the End Game. Who knows, perhaps Don Coryell would have been a great Diplomacy player.

1986Q/SPRING 1907/THE RESULTS

The Commentary (Eric Verheiden)

AUSTRIANS-FRENCH TRY TO CONTAIN TURKS,
ENGLISH CONTINUE MOVE SOUTH

AUSTRIA (Hugh Christie)

Army Galicia-Rumania
Army Budapest-Serbia
Army Venice Supports Army Rome
 Army Rome Supports FRENCH Fleet Tyrrhenian-
 Naples
 Fleet Adriatic-Apulia
 Army Munich-Tyrolia
 Army Ruhr-Munich
 Army Marseilles-Piedmont

ENGLAND (Paul Boben)

Fleet Mid Atlantic-North Africa
 Army Picardy-Belgium
 Fleet English Chanel-Mid Atlantic
 Fleet Sweden-Baltic
 Fleet Baltic-Prussia
 Fleet North Sea-Norway
 Army Kiel-Hold
 Army Norway-Finland

FRANCE (Bruce Walter)

Army Burgundy-Paris
 Army Belgium-Holland
 Army Portugal-Spain
Fleet Tyrrhenian-Naples
Fleet West Mediterranean-Tyrrhenian
 Fleet Spain (south coast) Gulf of Lyon

GERMANY (Randy Karmolinski)

Army Berlin Hold

RUSSIA (Robert O'Donnell)

Army St.Petersburg Hold

TURKEY (John Crosby)

Fleet Tuscany Supports Fleet Naples-
 Tyrrhenian
Fleet Naples-Tyrrhenian
Fleet Ionian-Tunis
 Fleet Constantinople-Black Sea
 Army Silesia Supports GERMAN Army Berlin
Army Livonia-Warsaw
Army Moscow-Warsaw
Army Serbia-Hold
 Army Smyrn-Armenia
 Fleet Constantinople-Black Sea.

Most odd, 1907 was almost as strange a year as 1906. Apparently France (Walker) pulled off an almost miraculous coup in persuading both England and Austria that the Turkish hordes under the new Sultan had to be stopped at all costs. The costs in this case were removal of the Austrian salients and disengagement from the English. A fairly remarkable diplomatic feat given that the Turkish strength was only a couple of centers ahead of Austria and England at the end of 1906 and that nearly equivalent progress could have been made by England and Austria carving up France rather than disengaging. As was said earlier, a remarkable diplomatic feat by the able French president.

So, France is much recovered with two centers (Munich and Marseilles) being left en prise, to use the chess term. One would expect Austrian ownership not to last through 1908, with perhaps some help with Italy offered to Austria as a return favor.

England (Boben), is back to being faithful ally (sort of like faithful dog Shep, to exaggerate slightly), happily supporting French moves into French centers while combatting the dread Russian threat in St.Petersburg. At least, two fleets were slipped through into the Mediterranean, giving them possibly something profitable to do in the future. England now should worry just a bit, that with two easy builds for France vs. possibly none for England, the exposed central position coupled with an unforgiving remembrance of things past might tempt France to try something in 1909. Food for thought, at the very least.

Dealing quickly with the minor powers, Germany (Karmolinski) played to the east, but finally became superfluous with the alliance of most of his neighbors. Meanwhile, Russia (O'Donnell) hangs on by a thread and will most likely finally fall to England in 1908.

In the east, Turkey (Crosby), as the new kid on the block, seems to be cast in the role of villain, opposed on all sides. This smacks of active diplomacy by France coupled with non-communication by Turkey. It should not have been that difficult to reach an understanding with Austria if any sort of credible attempt had been made. As it is, Turkish moves seem fairly desultory, with nominal success, but an increasing number of rebuilt annihilated units showing up in the rather distant home front. Things do not look too good for holding either Italian center through 1908. With the exception of Rumania, prospects elsewhere do not seem all that bright either, with in fact the prospect of a sudden plunge into Russia by allied forces.

TURKS RUN INTO BRICK WALL IN THE WEST, Clearly a little more diplomatic initiative
GERMANS GONE, RUSSIANS HANG IN THERE with Austria especially needs to be exercised
before things deteriorate much further.

AUSTRIA (Hugh Christie)

Army Rumania-Bulgaria
Army Budapest-Serbia
Army Tyrolia-Trieste
Army Munich-Berlin
Army Piedmont-Tyrolia
Army Rome-Naples /Dislodged: annihilated/
Army Venice-Rome
Fleet Apulia Supports Army Rome-Naples

ENGLAND (Paul Boben)

Fleet North Africa Supports FRENCH Fleet West
Mediterranean-Tunis
Fleet Mid Atlantic-West Mediterranean
Army Belgium-Holland
Army Kiel Supports AUSTRIAN Army Munich-Berlin
Fleet Baltic Support AUSTRIAN Army Munich-Berlin
Fleet Prussia-Livonia
Army Finland-St. Petersburg
Fleet Norway Supports Army Finland-
St. Petersburg

FRANCE (Bruce Walter)

Fleet Tyrrhenian-Ionian
Fleet West Mediterranean-Tunis
Fleet Gulf of Lyon-Tuscany
Army Spain-Portugal
Army Paris-Burgundy
Army Holland-Ruhr

GERMANY (Randy Karmolinski)

Army Berlin-Hold /Dislodged: Silesia/

RUSSIA (Robert O'Donnell)

Army St. Petersburg-Hold

TURKEY (John Crosby)

Fleet Tunis-Hold /Dislodged: annihilated/
Army Livonia-St. Petersburg
Army Moscow Support Army Livonia-St. Petersburg
Army Armenia-Sevastapol
Fleet Black Sea-Bulgaria (east coast)
Army Serbia-Bulgaria
Fleet Ionian-Apulia
Fleet Tuscany-Rome
Fleet Naples Supports Fleet Tuscany-Rome
Army Silesia-Galicia.

LOOKING FOR A GAME?

If you are looking for openings in PBM Diplomacy games check out PONTVEDRIA. A copy is available from Scott Hanson for a stamped, self-addressed envelope. His address is on the inside front cover.

Austria (Christie) comes out the real loser in all of this. Austria is firmly back to inner power status, dependent on nominal allies for maintaining two existing centers and for help in taking new ones from Turkey in Italy. Even worse, the reallied western powers do not really need Austria if they want only to draw with Turkey. To move further to push back Turkey would result with England to the north, France to the south and a rather weak Austria caught in between. Such situations are frequently fatal. Austria needs to cut a deal now with Turkey for a four-way draw as his best shot for a positive outcome.

Though the crystal ball has been a bit cloudy as of late, we will try again. Clearly, France's diplomatic expertise should not be lightly underrated. Manipulating the situation to best advantage requires maintenance of the alliance against Turkey for the moment, gathering additional Italian spoils and hopefully pushing through into the Ionian. At this point, a betrayal of either ally is possible. England seems the best choice due to the empty central front and the revenge factor for past sins (which, among other things, provides a plausible explanation to the continuing Austrian ally). Ideally, Austria, should be given exposed centers at the front (like in Italy) while France recaptures previously lost centers in the rear (like Marseilles and Munich). This keeps the minor ally small and preoccupied with defense and thus much less likely to change sides or to be seriously able to resist encroachment when the time comes.

France could rebound from being on the ropes in 1906 to winning this thing in the long run. But he must first maintain diplomatic control of the situation to first reach center parity and then begin to pull ahead. Such is the challenge to win the game of DIPLOMACY.

INTERESTED IN A DEMO GAME?

Are you interested in being part of a future DW Demo Game as a player, guest game-master, or commentator? If so, let me know and we'll see what we can work out. If you'd like to be a stand-by for one of our current games contact the GM of that particular game.

AUSTRIA TRADES ROME FOR BERLIN,
TURKS PICK UP ROME,
GERMANY IS GONE

AUSTRIA (Hugh Christie)
Home, Venice, Rumania, Marseilles, Munich,
~~Rhode~~, Berlin 7/8 Builds Army Vienna
(one annihilated)

ENGLAND (Paul Boben)
Home, Holland, Kiel, Denmark, Norway,
Sweden 8/8 Constant

FRANCE (Bruce Walter)
Paris, Brest, Spain, Portugal, Belgium,
Tunis 6/6 Constant

GERMANY (Randy Karmolinski)
~~Berlin~~ 0/1 Removes Army Silesia

RUSSIA (Robert O'Donnell)
St. Petersburg 1/1 Constant

TURKEY (John Crosby)
Home, Bulgaria, Sevastapol, Greece,
Naples, Warsaw, Serbia, Moscow, Rome
9/11 Builds Fleet Smyrna & Army Con.
(one annihilated)

AND THEN I TOLD'EM
A FIB THIS BIG!



Each quarter I see several hundred Diplomacy publications of one type or another, as well as other items that might be of interest to hobby members; and not to mention all the stuff that I buy and read for my own edification. Some of that might be of interest to you as well. Most non-Diplomacy materials, as well as lengthier reviews of Diplomacy related materials are in the reviews section or featured elsewhere in DW. Here I offer only brief capsule reviews of hobby items.

PRAXIS: "Ok, Larry, you convinced me--I'll never get mentioned in DW unless I send you freebies. What about my Rod Walker Award secretary offer -- interested or not?" /Editor' note: As a matter of fact I don't usually review things I haven't seen; whether they're freebies or paid for. And yes, I am interested, and I would like you to take on the RWA chores for me./ PRAXIS came in third in this year's Runestone Poll and after 16 issues it has assumed a major position among the hobby's zines. A single copy is 75¢US or 10 for US\$6.50 from Alan Stewart, 702-25 St. Mary St., Toronto, Ontario M4Y 1R2, CANADA. The issue I saw had 20 full size pages filled with game reports, a good S&T article (with historical overtones) on Germany's Fashoda policy, letters from people like Dick Martin, Mark Berch, and Chris Carrier, and a discussion of Canadian politics.

CAROLINA COMMAND & CONTROL: Published monthly by The Carolina Amateur Diplomats, the people who brought you last year's DIXIECON, under the general direction of David Hood (the current North American Diplomacy champion), 604 Tinkerbell Rd., Chapel Hill, NC, 27514, this is a new zine began as a home for a couple of orphan games. The first issues a justification for existence, the zine's house rules, two game reports, and a stats article. Subs are 50¢ per issue and game fees are US\$5.00. Two games are open. If David pubs as mean a zine as he plays a game this should be a good one.

OVER THERE: Published by Hugh Christie, 43 East Houston Ave., Montgomery, PA 17752 and his Diplomacy fans/high school students. Subs are \$7.50 for 9 issues and game fees are \$5.00 per game. **Note: This zine always has game openings for new players, rotating between OVER THERE and LIFE GOES ON.** Ranked 10th in this year's RP, very good for a

IT'S US AGAINST HIM,
ALL THE WORLD HATES A TURK!!

AUSTRIA (Hugh Christie)

Army Budapest-Serbia
Army Trieste Supports Budapest-Serbia
Army Rumania-Galicia/Dislodged, Annihilated/
Army Vienna-Budapest
Army Tyrolia-Vienna
Army Berlin-Silesia
Army Venice Supports FRENCH Fleet
Tuscany-Rome
Fleet Apulia-Naples

ENGLAND (Paul Boben)

Army Finland-St.Petersburg
Fleet Norway Supports Army Finland-
St.Petersburg
Army Kiel-Livonia
Fleet Baltic Convoys Kiel-Livonia
Fleet Prussia Supports Kiel-
Livonia
Army Holland-Kiel
Fleet North Africa-West Mediterranean
Fleet West Mediterranean-Tyrrhenian

FRANCE (Bruce Walter)

Fleet Tyrrhenian-Ionian
Fleet Tunis Supports Fleet Tyrrhenian-
Ionian
Fleet Tuscany-Rome
Army Portugal-Spain
Army Burgundy-Munich
Army Ruhr Supports Burgundy-Munich

RUSSIA (Robert O'Donnell)

Army St.Petersburg Hold /Dislodged,
Annihilated/

TURKEY (John Crosby)

Army Constantinople-Bulgaria
Fleet Smyrna-Aegean
Army Galicia-Budapest
Army Sevastapol-Rumania
Fleet Black Sea Supports Army
Sevastapol-Rumania
Army Moscow-Ukraine
Army Livonia-Moscow
Army Serbia Supports Army
Constantinople-Bulgaria
/Dislodged: Retreats to Greece/
Fleet Rome-Tyrrhenian /Dislodged:
Annihilated/
Fleet Naples Supports Fleet Rome-
Tyrrhenian
Fleet Ionian-Tunis /Dislodged:
Retreats to East Mediterranean

new zine. There's news, game reports, letters, an on going discussion of educational issues (e.g. education itself being one). An interesting zine that helps to bridge the generation gap between the hobby's younger and older players.

BEOWULF: A new zine from down under, published by Andrew England, 91 College Rd., Somerton Park, S.A. 5044, Australia, devoted to regular and variant Diplomacy offers games, letters, ratings, news, and more. It appears monthly and he's looking for overseas subbers and players.

VIENNA: Published by Richard Egan, 23 Cleeve Rd., Knowle, Bristol, BS4 2JR, United Kingdom, offers regular Diplomacy, Lunatic II, Heptaspherical Diplomacy, Abberation, Gridiron, and United in a very nicely done zine with a lot of color to it. Lots of letters, game reports, etc. Very nice.

PAPER MAYHEM: "The informative play by mail magazine" is physically more on the lines of The GENERAL, S&T, etc. than an amateur Diplomacy zine. It's devoted to the entire play by mail hobby and offers information on all kinds of PBM games with reviews, news, and game reports. The September/October issue (#26) ran 52 pages. A year's sub is \$20.25. A sample issue is \$4.50. While I have reservations about the PBM hobby (mostly because of people like Elmer Hinton, jr.) no one can deny that it has given us some good things as well (like Melinda Holley). So, if you're into PBM gaming check it out. For more info contact: PAPER MAYHEM, 1518 Adams Ave., Ottawa, IL 61350-4764.

QUAIL CANYON SYSTEMS: This is one of the PBM game outfits covered in PAPER MAYHEM. They offer two computer run games, Ruler of the Galactic Web? and Stellar Syndicate! Each one has a \$15 set up charge and a turn fee of \$4.00 per turn (turns run every two weeks). For more info contact them at QCS, 8532 E. 24th St., Tucson, AZ 85710.

For more information on the latest hobby publications and game openings contact Ken Peel, address on the inside front cover.

For an indepth report on how the hobby's publications performed last year see THE CREAM SHALL RISE, available for US\$2.00 from Bruce Linsey, 73 Ashuelot St., #3, Dalton, MA, 01226.

1986Q/Summer 1908/The Results

WINDS OF WAR TURN COLD,
COMBANTANTS VOTE END TO CONFLICT

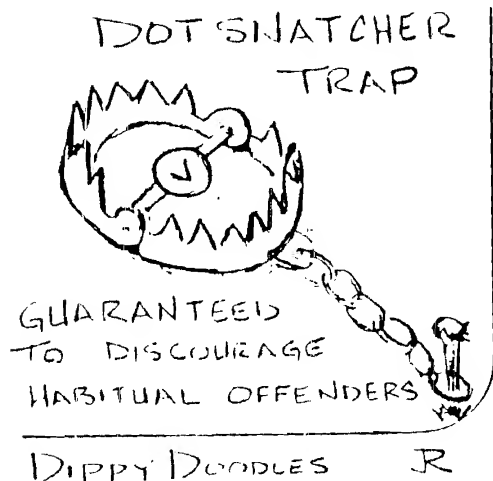
The Vopicka, 1986Q, ended in a three-way draw between Austria, England, and France. Congratulations to Hugh, Paul, and Bruce. The vote was 3 yes votes.

Supply Center Chart

	01	02	03	04	05	06	07
AUSTRIA	4	3	5	3	7	8	8
ENGLAND	3	4	5	7	8	8	8
FRANCE	5	6	7	7	8	6	6
GERMANY	4	4	1	1	1	1	0
ITALY	4	6	3	1	0	0	0
RUSSIA	5	5	6	2	2	1	0
TURKEY	5	6	7	8	8	10	11

Players of Record

AUSTRIA: Charles Simons (Res F'01),
Hugh Christie
ENGLAND: Paul Boben
FRANCE: Bruce Walter
GERMANY: Dennis Walker (Res S'03),
Randy Karmolinski (Out F'07)
ITALY: Bob Addison (Out F'05)
RUSSIA: Robert O'Donnell (Res S'07)
Civil Disorder (Out F'07)
TURKEY: Vince Springer (Res S'06),
John Crosby (Sur S'08)



GAME AND RATING STATISTICS

FROM THE BNC...

Here's a change of address for the BNC: Steve Heinowski, c/o Nan Emmerich, 51500 Portman Rd., RD2, Amherst, OH 44001. The pubber of EVERYTHING, the journal of the BNC, is still Melinda Ann Holley, Box 2793, Huntington, WV 25727.

The Winner's Circle (From EVERYTHING #72)

Mark Weidmark (1984CD, Germany)
James Wall (1984IC, Russia)
Tom Swider (1985F, Turkey)
George Grassle (1985CK, Italy)
Gary Behnen (1986AO, Russia)
Ron Hallacker (1986HG, Germany)
Carlos Huff (1987AX, England)
Dale Bakken (1984HA, Italy)
Dick Martin (1984IO, Germany)
George Grassle (1985K, England)
Larry Botimer (1985CW, Turkey)
Brady Richter (1986CO, England)
Tom Nash (1987H, France)

1981IO has finally ended in Winter 1923. Pubbed in Dave Carter's SLEEPLESS KNIGHTS, the game ended in a 3 way draw between: Rob Lowes' A with 5 centers, Peter Walker's E with 14 centers, & Fred Wiedmeyer's G with 14 centers. Wiedmeyer was the only survivor among the original players. Randy Grigsby survived as T with 1 center. He was the sixth player for Turkey.

FROM THE DRAGON'S MOUTH...

The DIRS is based on the records of 882 completed games. Basically England is at the top of the Great Power list, followed by France, Turkey, Russia, Germany, Italy, and Austria. England's rating is about twice that of Austria's. The major trends are England's gradual decline and Austria going down. Only Russia's position seems to be improving.

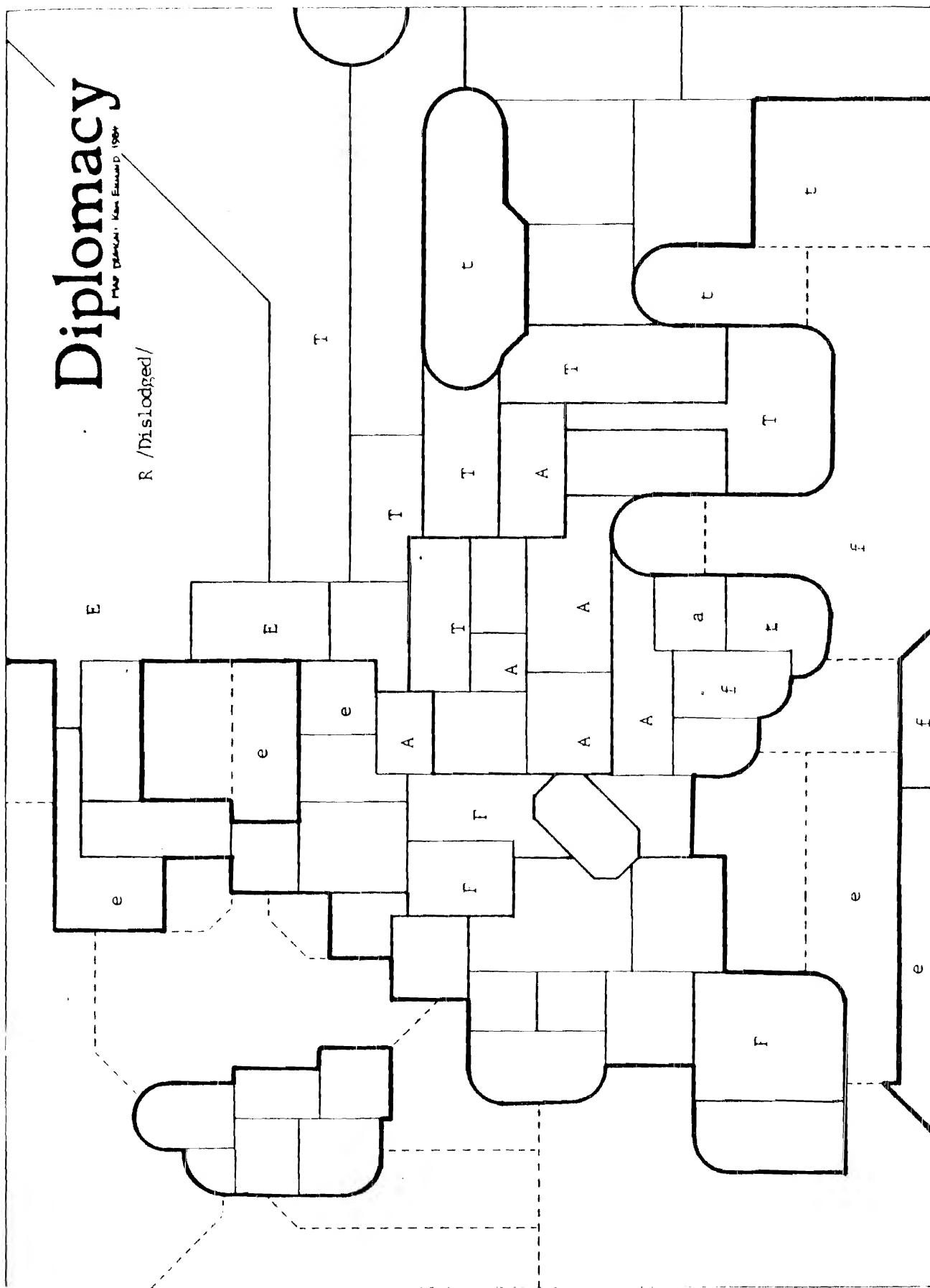
The current best players for each Great Power are: Keith Sherwood (A), Dan Stafford (E), Jack Masters (F), Lee Kendler, Sr. (G), Kathy Caruso (I), David Lincoln (R), and Russ Rusnak (T). Sherwood and Masters are no longer active in the PBM hobby.

The Top Board currently consists of: Dan Stafford, Dave Lincoln, Randolph Smyth, David McCrumb, Andy Lischett, Tom Ripper, and Jack Masters.

Diplomacy

Has Decker: Ken Edmund 1984

R /Dislodged/



DIPLOMACY: SOMETHING OF A HORSE RACE

Larry Peery

I'm not much on horse races. To be a horse belongs in a field, not on a track. I've never even been to one. And on the few occasions when I've remembered to turn on the Kentucky Derby I either find the right channel just after the race has been run or I'm in the bathroom and miss the whole thing. Still, it seems to me that Diplomacy games are something of a horse race and perhaps we could adopt some horse racing terminology to describe Diplomacy end games. I know it's a long shot, but let's try and see if we can find some new paths to glory.

And for most of us a victory is a path to glory.

Some horses, like some runners, and a few Diplomacy players are front runners. They get out there in front in Winter 1901 (usually with 3 builds) and they stay there until they've passed the finish line with 18 centers. I've seen some brilliant examples of this over the years. I recall one postal game back in the late 1960s when Jack Greene, Jr. played Russia and went 4, 8, 12, 16 and out. Front runners have to do well in the first year of the game. If they don't, they tend to fade fast and usually don't finish in the money.

Then there are the catch up players who are always second in the listings, but always quite close to whomever is out front. They prefer being second because the number two position usually draws less heat and attention from the other players. But they always hang in there and at some point they'll make a go for it. If they do and their timing is right, they'll go on to the winner's circle. If their timing is bad, they usually fall back into the pack.

Come from behind players are hard to predict. Sometimes they'll trail by choice and sometimes by force of circumstance. But, usually, they'll wait until they see an opportunity and then break away from the pack and go for it. Sometimes they'll make it to the front and stay there. Sometimes they'll make it to the front, only to fall behind in the stretch. You just never know which way they are going to go and that's what makes them so dangerous.

Some players just seem to come out of the pack and suddenly there they are in the winner's circle. Nothing in their race, tactically or strategically, says that they were destined for victory and yet, by virtue of plenty of patience and hard-work that's where they end up. They're the proof that in any given game any given player can win...or lose.

And then there are the tag players. They're the ones who play a me-first, you-second; you-first, me-second type of game with the front runners. Sometimes they're out in front. Sometimes they're not. And whether they win or lose more often than not depends on where they ball drops on the wheel.

And we mustn't forget the dark horses and the long shots hovering at the back of the field. They too have their occasional triumphs. But at 35-1 or 7-1 odds it is pretty rare thing for one of them to win.

Naturally, no horse runs a race in a vacuum. There's the rider, the training, the track, and the other horses in the field to consider. And, even given the best of conditions, some days we just can't win. It's the same with Diplomacy games and players. Even when everything goes right, things go wrong. Alliances can fail, non-aggression pacts can end up in conflicts, and NMRs can spoil the best laid plans of cat and mice. The key to dealing with all of this is flexibility. Whether it's a horse race or a Diplomacy game the strategy, tactics, and diplomacy must fit the personality of the player. In the long run that's the only way to be out in front going down the stretch.

THE GAME TO END ALL NMRS! GM ERRORS, DELAYS, AND DISAPPEARING PLAYERS...

Conrad Minshall started this game with the idea that he was going to run a perfect PBM Diplomacy game. Naturally I tagged along to see what happened. Conrad thought that charging the players a substantial NMR deposit (and dividing that amount the surviving players) would eliminate the NMR and disappearing players that plague so many PBM Diplomacy games. Further, he assured us, his GMing would be infallible, the results would appear on time always, and the game would be a delight for all.

And he really believed he could do it. And, given a bit of luck, he might have. But, alas, the Gods of War intervened and what resulted was quite a bit different from what Conrad had originally intended and promised. That is the universal lesson all would be GMs should learn from this game: Don't promise what you can't deliver entirely by your own efforts because chances are you'll get shafted along the way; no matter how good your intentions are. So, let's look at the results of Conrad's morality play:

Supply Center Chart

	01	02	03	04	05	06	07	08	09
AUSTRIA	3	3	0						
ENGLAND	4	5	8	9	10	12	13	15	17
FRANCE	5	5	4	1	1	1	1	1	1
GERMANY	5	4	0						
ITALY	4	4	6	7	7	7	7	5	3
RUSSIA	7	8	12	15	16	14	13	13	13
TURKEY	4	5	4	2	0				

As you can see it was an interesting game, totally dominated by two players; England and Russia, with Italy being of some importance in the first half. The other powers were all of little importance during most of the game.

Here is a list of some of the people who have written DW lately about Diplomacy. Why not send them a copy of your magazine or game prospectus?

Stephen Stackhouse, Rm. N314 Bailey Hall,
1458 N. Cleveland Ave., St. Paul, MN 55108

Cadet Steven Mathews, CO C-2, USCC Box 0972,
West Point, NY 10997

Jeffrey Suchard, 9912 Star Dr., Huntington
Beach, CA 92646

Daniel Sharp, 6166 Leesburg Pike, Apt. D205,
Falls Church, VA 22044

Scott Lowe, 5000 Harbour Lake Dr., #C-11,
Goose Creek, S.C., 29445

Joseph Lenski, 11 Indian Rock Dr., Springfield,
PA 19064

Jason Eickmann, 624 Whispering Trail,
Greenwood, IN 46142

Dave Shiloh, Box 10976, Eugene, OR 97440

Jay Chaiser, 387 Moon Rd., Lake Orion, MI
48035

Martin Lewis, 95 Vicarage Rd., Watford,
Herts., WD1 8EJ, United Kingdom

David Burton, Lawson & Burton, 1623 Yale Pl.,
Rockville, MD 20850

Chris Leonhard, 3442A S. Utah St., Arlington,
VA 22206

Bob Swieringa, 501 Chicago Rd., #8,
Thornton, IL 60476

Rob Robinson, #3 Fairview Duplex, Nicholas
St., Arlington, VA 22205

Stuart Lange, 904 Fox Chase Ln., Riverdale,
GA 30296

John Barnes, 444 Lora Ave., Youngstown, OH
44504

Steve Longbotham, 2038 Norfolk, Houston,
TX 77058

David L. Anderson, 5709B Brown Ave.,
Ft. Knox, KY 40121

WINNER

Richard Main, 55-46th St., Weehawken, NJ 07087

Matt Klein, 2790 Patrick Henry Dr., #725,
Auburn Hills, MI 48057

Ed Lergel, 1028 N. Daniel St., Arlington,
VA 22201

David P. Cline, 1234 Reynolds Rd., #242,
Lakeland, FL 33801

Ian Ong, No. 13, Sec. 20/3, Petaling Jaya,
46300, Selangor, MALAYSIA

Daniel Huffman, R.D. #1, Box 1185, Wampum,
PA 16157

Phil Lindsey, 198 Forest, Camden, TN 38320

Bob Adams, 13 Fawn Dr., Glenmore, PA 19343

Jim Howard, 2413 Tunlaw Rd., Washington,
D.C. 2007

Greg Geyer, 2801 N. Gracie, #913, Tucson,
AZ 85705

1985A/ZWILNIKS/The Results

I ought to know because I was one of the minor powers, France to be exact. Well, at least for a while.

Here's the rest of the cast:

Players of Record

AUSTRIA: Nick Fellela (Out W'03)

ENGLAND: Stephen Wilcox (Win W'09)

FRANCE: Larry Peery (Drop F'05),
Steve Langley (Sur W'09)

GERMANY: Melinda Ann Holley (Out W'03)

ITALY: Steve Arnawoodian (Sur W'09)

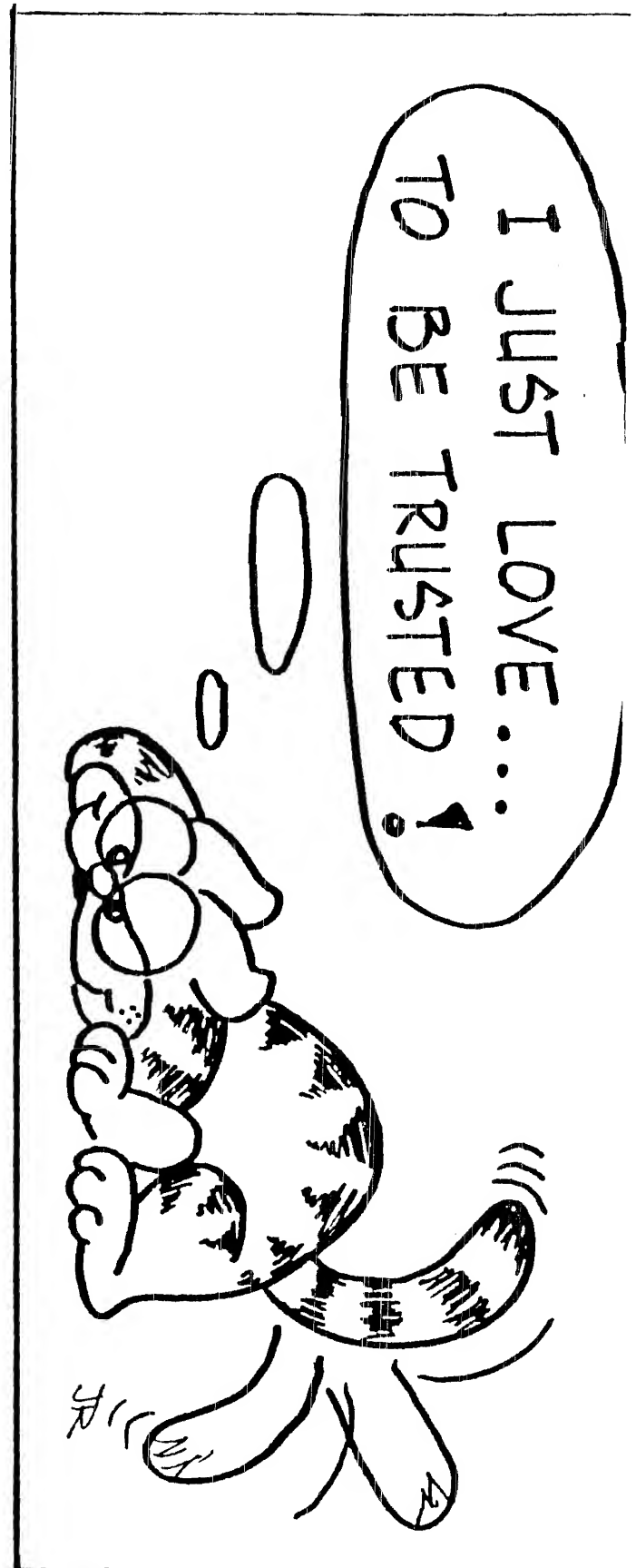
RUSSIA: Ron Spitzer (Drop F'09),
Mark Howorth (Sur W'09)

TURKEY: Tom Boyd (Drop W'04),
Paul Milewski (Out W'05)

As you can see it was an exciting cast filled with "big name" hobby members. And yet something went wrong. Surprisingly, there wasn't any one reason for what happened to this game. It was a combination of a lot of different factors involving the GM, the players (as individuals and in their interrelationships with each other). Some of the problems were unavoidable: people moving, changing jobs or career directions, ups and downs in interest in the hobby or the game, and more. Ron Spitzer, Russia, looked like a sure winner early on in the game and as long as he continued to do well his interest level was high. But then he ran into a brick wall in the form of Steve Wilcox, appropriately playing a rock-hard England. So, as Ron petered out, Steve moved to the fore and never looked back.

Steve Langley took over as France for me when I became preoccupied with other things, like DW, and managed to hold on through six long years as a single center France. A tour de force if there ever was one.

And that brings me to an evaluation of Conrad's role as GM and publisher. Well, certainly he didn't live up to his promises although I think that bothered him more than it did the players. Most of them were experienced enough to deal with a novice GM. But Conrad got discouraged and that got the rest of us discouraged. Discouragement is a very contagious disease in a hobby like Diplomacy.

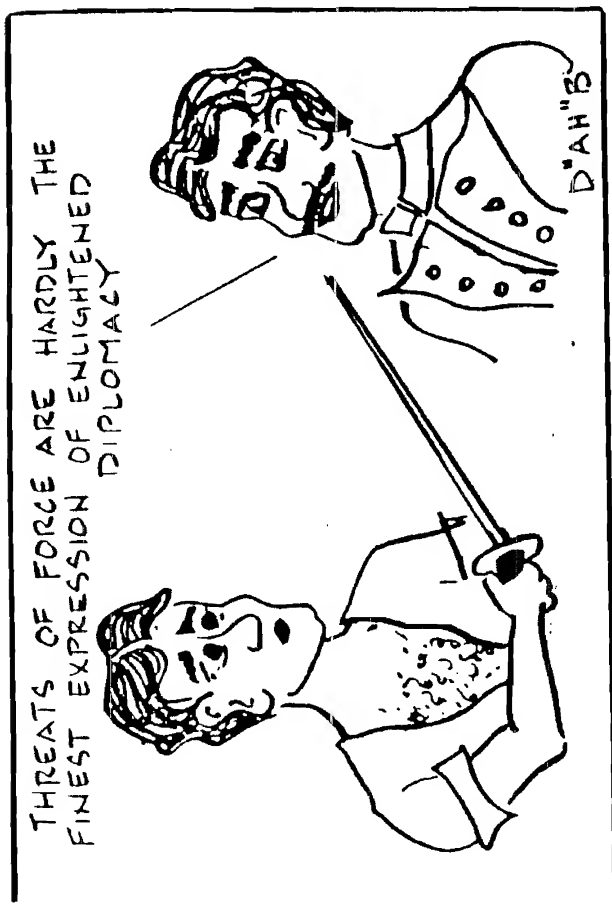


1985A/ZWIINIKS/The Results

Discouragement is like the plaque, a little bit goes a long way and the rumors it generates are often more deadly than the disease itself.

What bothers me, however, is that Conrad's discouragement may prevent him from further GMing. That would be a pity because it would deprive the hobby of a potentially fine GM, all because of a chain of events beyond his control. Too often, I think, we, as players and GMs expect too much from ourselves and from others. Reality is that the game, the play of the game, and our own performance in games will be less than perfect. Accepting that fact with good grace will do much to improve every aspect of the game and hobby.

And don't forget to let me know when you start your next game Conrad.



LAST WRITES

As I write this (on Monday, October 19th) I have just heard that the stock market is down something like 550 points, its worst performance ever. Like a lot of people I wonder if this is the beginning of another Depression? Well, perhaps by next issue we'll know. The experts tell us that that is impossible. But one thing I have learned in the last forty years is - never trust an expert.

This was an interesting issue of DW to do. In many ways it was one of the most difficult I've done, simply because I had so many outside distractions in my personal life and, frankly, because I didn't get a lot of input from the staff or DW family for this issue. So, if it seems a bit unusual that's because it is. Still, I don't think it is a bad issue; just different. You'll also note it is quite a bit smaller than most of our recent issues. That is partly by accident (for the above reasons) and partly by design since I intend to cut down on the size of individual issues in the future. That's a matter of economic necessity.

I have no specific plans or theme in mind for the next issue and I am hoping that the staff and DW family will contribute most of its material. Frankly, there was too much Peeriblah in this issue. I have a few good articles on file, including one blockbuster on computer Diplomacy, but by and large it is up to you to produce the materials for the next issue (and number 50 for that matter). I'm going to be working hard on building up DW's circulation, The Archives, and some other projects that have been neglected for too long. Not to mention catching up on a horrendous backlog of correspondence, writing some articles for other zines, and taking an over-due vacation of sorts.

That's what I'm going to be doing. What about you? I hope you'll take a bit of time and write something for DW. Perhaps you'll even be able to find us another subscriber or two. Beyond that I encourage you to get involved in the PDORA, as a donor or buyer; The Archives fund raising project; and, oh yes, don't forget to start saving your money so you can attend DIPCON and WORLDCON next year. Since I won't be in touch with you again until after the holidays let me be among the first to wish you all a safe and happy holiday season.

1985HC/KRAZNY OKTYABR/The Results

A GAME OF HISTORIC IMPORTANCE,
A VICTORY OF MONUMENTAL PROPORTION

When I took over DW in the fall of 1986 one of the things I was worried about was the fate of the PBM Diplomacy games in my own magazine, XENOGOGIC. Fortunately I was very lucky and Ken Hager stepped forward to volunteer as a GM for 1985HC. It was his first attempt at PBM GMing and he did a fine job, as I'm sure the players will agree. The resulting game was a most interesting one and I'll share the results with you since I had no chance to do so in XENOGOGIC.

Supply Center Chart

	01	02	03	04	05	06	07	08
AUSTRIA	3	3	2	0				
ENGLAND	5	4	6	6	5	5	5	5
FRANCE	5	5	6	7	10	11	17	17
GERMANY	4	5	4	4	3	4	2	2
ITALY	5	5	6	5	3	4	0	
RUSSIA	7	7	7	8	9	5	4	4
TURKEY	5	5	3	4	4	5	6	6

Rarely do you see a PBM Diplomacy game so completely dominated by one player, especially when playing a country like France. However, the French player in this game was no ordinary player, he was Bill Schiwautz, perhaps the best Diplomacy player in southern California.

Two old timers were in this game, Herb Barents and Jim Diehl. Everyone knows Melinda Holley by now. I was also pleased to have Rex Martin, editor of Avalon Hill's *The GENERAL* join us for his first postal Diplomacy game.

I'd like to thank Ken for his fine job GMing this game and also the players who stayed with the game to the end. A special tip of the hat to Bill for his brilliant victory. Just one question, Bill. Why did you order Fleet Greece Support Turkish Army Bulgaria-Serbia that last turn?

1985HC/KRAZNY OKTYABR/End Game Comments

GERMANY (REX A. MARTIN)

OK, so I've been unmasked. I'm sorry for the deception (well, not that sorry) but it was in a good cause, so to speak. Actually, I elected to operate under a pseudonym so that I would neither become an illogical target, nor an unwanted ally, nor an untouchable icon in the game for anyone simply due to my position with Avalon Hill. Larry and Ken, bless their little black hearts, humored me in this. So what happens - I barely survive with my skin and dignity intact.

In point of fact, it has been some ten years or so since I'd last played by mail when this game started in 1985 (not since I departed for overseas to take my Masters back in 1976). So, I was rusty. I hereby apologize to my two erstwhile allies (both of whom knifed me) - Melinda and Caleb - for some of my more blatant errors. While I did my share of lying (just a little misdirection), I hope I played as "honest" a game as possible. In any case, you can all read about my plans and plots in more detail than you'll likely care for when I publish my article on the game in *The GENERAL*.

To Bill, my hearty congratulations. And to all of you, it was more fun than I've had in some time - despite all the games I play and playtest. Maybe we can do it again some time. And finally, to Melinda, I expect you to guard my back in our 1986CK game (in which, the rest of you will be pleased to know, I am using my own name).

Just in case you're curious here's the list of supply centers controlled by France at the end of 1909: Home, Spain, Portugal, Belgium, Tunis, Naples, London, Rome, Venice, Kiel, Munich, Holland, Trieste, Greece, Liverpool, Denmark, Vienna, and Budapest.

Players of Record

AUSTRIA: Jim Ferguson (Out F'04)
 ENGLAND: Melinda Ann Holley (Sur F'09)
 FRANCE: Bill Schiwautz (Won F'09)
 GERMANY: Rex Martin (Sur F'09)
 ITALY: Herb Barents (Out F'07)
 RUSSIA: Caleb Tower (Drop S'09)
 Ron Cameron (Sur F'09)
 TURKEY: Jim Diehl (Sur F'09)

HI, I'M URSUS REX,
A NEW TOY FROM AVALON HILL MONARCH TOYS
AND I'VE GOT A SECRET...
ACTUALLY, I'VE GOT THREE OF THEM?
CAN YOU FIND THEM?



I DIDN'T TELL ONE LIE IN 1985HC!
DO YOU SUPPOSE THAT'S WHY I DIDN'T WIN?

FRENCH
OBJECTIVES
FROM
BEGINNING
TO END

Unoccupied
Supply
Centers,

Southern
Italy,

Southern
England,

Northern
Italy,

Germany,
Holland,

Trieste,

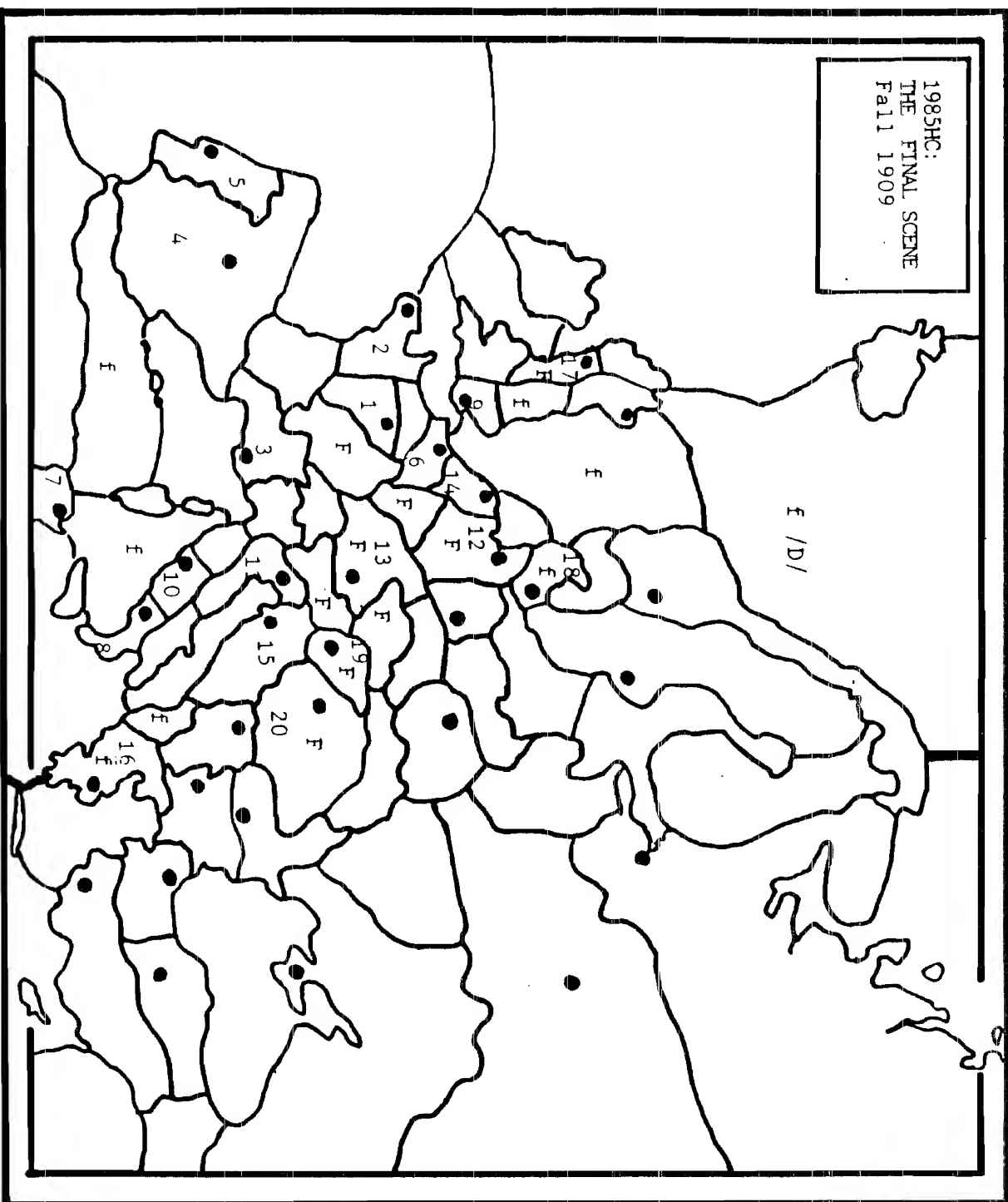
Greece,

Middle
England,

Denmark,

Austria

1985HC:
THE FINAL SCENE
Fall 1909



FRENCH
SUPPLY
CENTERS
1909

Paris
Brest
Marseilles
Spain
Portugal
Belgium
Tunis
Naples
London
Rome
Venice
Kiel
Munich
Holland
Trieste
Greece
Liverpool
Denmark
Vienna
Budapest

Final
positions
of
Armies (F),
Fleets (F)

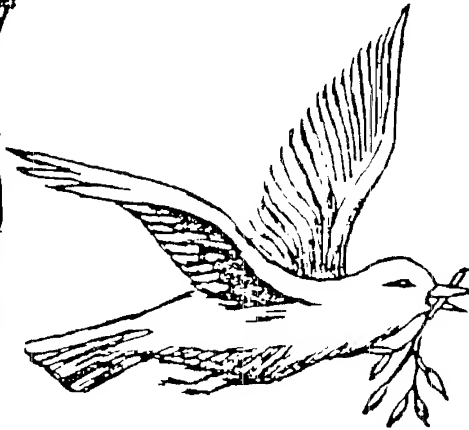
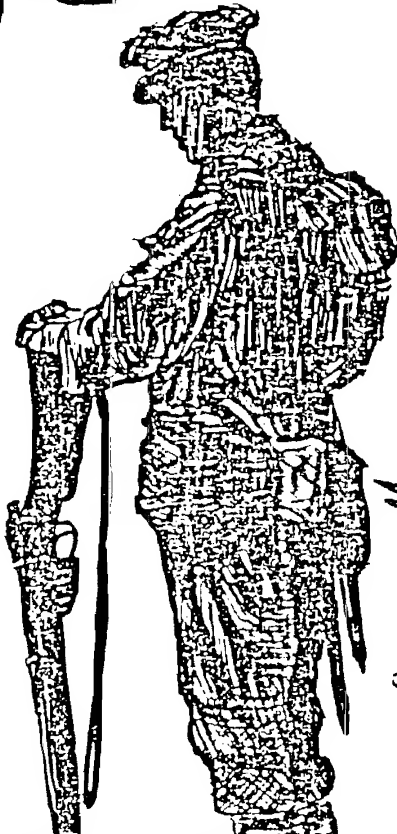
Numbers show
order in
which supply
centers were
occupied.

WAR

/49/



AND



PEACE

A RULEBOOK CONTROVERSY AT PEERICON VII

Ken Woodruff

Earlier this year I attended the world renowned PEERICON Diplomacy tourney (June, 1987). One game was played, which was ultimately ruled a three way draw between Austria, Italy, and England. However, the game was fundamentally unbalanced, for Austria (Peery) managed to manipulate a technicality of order writing to his inestimable advantage, one result of which was the essential elimination of Turkey as a power.

The event sparked a heated debate with Turkey acquiescing only in order to 1) get the game over with before July, and 2) it's more respectable to lose on a "technicality" than to be legitimately smashed. Regardless of my "giving in" at the game board, I still feel that the decision made there was incorrect, and Mr. Peery graciously offered me an opportunity to "have my say" in the hallowed pages of DIPLOMACY WORLD.

Here are the positions of relevant pieces in Spring 1903:

AUSTRIA: Fleet Aegean Sea, Army Bulgaria, Army Serbia

TURKEY: Army Ankara, Army Smyrna, Fleet Constantinople

Now for the moves--

AUSTRIA:

Army Bulgaria-Constantinople

Fleet Aegean Supports Army Bulgaria-Constantinople

Army Serbia-Bulgaria

TURKEY:

Fleet Constantinople-Bulgaria

Army Smyrna Supports Fleet Constantinople-Hold

Army Ankara Supports Fleet Constantinople-Hold

Now there is an obvious flaw in Turkey's orders--there is no coast specified in the Fleet move. The rules have the followin to say about such ambiguous orders:

"An order which admits of two meanings is not followed."

This means, in my interpretation, that an ambiguous or illegal order, regardless of it's wording, is treated as no order at all! Just as "A Mos-Lon" is illegal, so is "F Con-Bul."

In order to resolve the moves we must answer the question

Does the Turkish fleet receive support or not?

The rules state the following:

"A unit not ordered to move (i.e., one that is ordered to hold, ordered to convoy, ordered to support, or not ordered at all) may receive support in its holding."

Since this fleet by the above argument received "no order at all" it can under these rules receive support in holding.

Peery's argument ran something like this: The order is a failed move, and units with a failed move can not receive support to hold.

But it is not a failed move, because it didn't try to go anywhere! It is simply no move at all. Thus the Turkish units should repel the attacking Austrians, and ensure the survival of this innocent country.

What's your opinion?

WHEN IS A VICTORY NOT A WIN?

Larry Peery

Face it. Reality says that most Diplomacy games are not going to end in wins. FTF stats, Con stats, and rating system records all bear this out. Most games don't end in wins and most players, even the good ones, don't have a winning record. Still, sometimes a victory can be gained even at the cost of a win. And how sweet it is.

This year's PEERICON was the first to end without a game winner. Nevertheless, two of the games played offer interesting insights into what happens more often than not in games, two way draws or multi-player draws.

Game III offered an interesting mix of players: two excellent, two average, and three novices. And, as you might expect at the end of the game it was the two experts that dominated in the board.

Austria was Jerry Asbury, England was Ron Cameron, France was Jon Fleischman, Germany was Ron Spitzer, Italy was Ken Woodruff, Russia was Steve Cooley, and Turkey was Peter Woodruff. Austria was up to six centers in 1902, down to one in 1903, and then out. England, with one center, lasted a year longer. Germany got up to six centers by 1903 and then slowly faded away, gone by 1907. Italy got up to six centers in 1905 and held at that level until 1907; then falling to three in 1908 and out in 1909. Turkey never got above four centers and was gone by 1906. The two major powers, Germany and Russia, both had steady growth patterns interrupted only once by a brief pause while they readjusted their board positions. England went 6-6-9-12-13-12-14-16-17. Russia went 5-5-7-9-11-12-13-15-17. The two main players manipulated the rest of the board throughout the game, keeping individual powers around only as long as they needed them for their own purposes; and then quickly disposing of them. Germany did better in the early part of the game, but Russia came back to tie things up at the end. All in all, it was a classic example of a two way draw between two fine players.

Game IV, on the other hand, was one of the strangest FTF games I've ever seen played anywhere. Only one player was eliminated by 1908 and that was France. The game pitted the above two mentioned experts, Steve Cooley as England and Ron Spitzer as Italy, against two novices, Ken Woodruff as Austria and Peter Woodruff as Turkey. Jay Shufeldt, also a fine player, was allied with Cooley and Spitzer. I, playing Russia, was advising the Woodruffs. So, it was a classic case of a Russia, Austria, Turkey alliance against an England, Germany, and Italy alliance. What made it so interesting was that neither Ron, as Italy, or I, as Russia, could do a thing for ourselves. Italy was the major Mediterranean battleground and at one point three of Russia's four home supply centers were held by three different enemy powers. And still, it was Italy and Russia that manipulated their bigger allies and brought about a six way draw in 1908! Austria ended up with five centers, Turkey with six, and Russia with all four of his homeland centers. England had eight at the end and Germany also had eight. Italy was down to three but hanging in there.

I've seen cases before where the junior member of an alliance was the chief tactician of the group or the mastermind behind the strategy being used. But I've never seen a game where two such alliances battled on and on, without the alliances crumbling or one side gaining an ultimate advantage. So, it just goes to show that it is possible to be a small power and still have a major impact on the game.

Ron did it because Steve and Jay knew that he had the power to hold his position in the central Mediterranean and keep the other side from breaking through. I did it because Ken and Pete knew that I had a position that would keep England and Germany out of Russia and out of their hair. We all needed each other, critically, and that's why the alliances held up. It was a strange marriage of convenience but it worked.

The End Game lesson is obvious, I hope. No matter how small a Power you are you can still exert a major influence on what goes on around you, if you pick and choose where you get involved.

AN IDEAL GAME CAST LIST

Larry Peery

As anyone who watched developments in our Stellar Cast and Young Turks demonstration games can tell you, it isn't exactly easy picking a roster of players for a game that is supposed to be something a bit special. But still we keep trying. The fact is that no matter how hard you try to come up with a perfect mix of players/ingredients and a suitable GM/chef you still usually end up with an omelette instead of a souffle.

Nevertheless, I think every publisher, PBM GM, con host, and tournament director has—somewhere in the back of his mind—a roster of players for an ideal game. I know I've got one and I don't mind sharing it with you because I think it's a little bit different as well as a bit special.

My list is drawn from my experiences as a PBM publisher and GM, as a con host, and as a tournament participant in a variety of Diplomacy events. Most of the names you'll recognize immediately. They include some of the best players around.

First, I'd include Dave Lincoln and Bill Schwiautz. Unless you've met them both and played with, or watched them play, you can't believe how much alike these two are in their approach to Diplomacy. The unnerving thing is that they could pass for twins as well. And their personalities are very similar. Needless to say both are fine tacticians and strategists and both practice a very special, quiet kind of diplomacy. They're quiet but very, very effective.

Marc Hurwitz and Ron Spitzer are another pair of clones in the hobby. They could also pass for twins, right down to the baseball caps. Both play the same kind of loud, exuberant Diplomacy that is deafening to the ears and devastating to the ego and id. Since Ron is on a down wave at the moment I'd probably use Steve Cooley as a substitute for him. But still, the similarities between Hurwitz and Spitzer are amazing. I doubt if there is 6 ounces of difference in their weight or a decibel of difference in their peak volume at full speed ahead.

I'd use David Hood and Morgan Gurley as well, just to see if their FTF comraderie would hold up in a severe postal testing. Most often I've found that a lot of FTF play among the same group of players leads to stagnation and eventual decline. On the other hand, perhaps the Carolina Amateur Diplomats have found the secret to eternal vitality. Let's see, wasn't it vodka and warm beer, Dave?

And who for that all important position, the seventh? It has to be someone capable of withstanding the three powerful pairings this game envisions and an individual able to make things happen, to act as a catalyst; as well as respond to outside forces. It has to be a mover and doer with lots of tactical, strategic and diplomatic abilities. Two possibilities come to mind: Edi Birsan and Kathy Byrne. Since Kathy has said she'll never play in another DW Demo Game that leaves Edi. The question is he capable of mobilizing Hurwitz and Spitzer against the combined forces of Lincoln, Schwiautz, Hood and Gurley. Or, perhaps, can he put together an alliance of the quieter four to eliminate the louder two? Or, knowing Edi, could he break down the logical divisions and recreate a new power structure with himself as Top Gun?

All nine of these individuals are superb Diplomacy players: tactically, strategically diplomatically and in their knowledge of the game and its rules. Each is as fine a player as the American hobby has been able to produce. If I could I'd put them all in my pocket and carry them off to WORLDCON.

And finally there is one other element that can't be factored into this hypothetical game roster, the "smile" factor. Unless you've seen Lincoln, Schwiautz, Hurwitz, Spitzer, Hood, Gurley, Birsan, Byrne, or Cooley you can't know or appreciate the fullness of expression that is possible in something as simple as a smile. Leonardo hinted at it in the Mona Lisa but I think the smiles of these nine would challenge even his genius. Come to think of it, I wonder what kind of Diplomacy player Leonardo would have made?

Let's see...there's Leonardo, and Michaelangelo, and Rembrandt, and Picasso...

FORECASTING THE END GAME: THINGS TO COME

Larry Peery

Few players go into a Diplomacy game thinking about the End Game. Most of them are too busy worrying about the Winter 1900 diplomacy period and the Opening Game moves. But a smart player will think about the End Game right from the beginning of the game. It's one way to make sure you're around to be a part of the End Game. Naturally, there's no way to predict how the Opening and Mid Games are going to go or what your specific situation is going to be by the time the End Game arrives. Still, there are some basic things you can consider at the beginning of the game that will help you down the track. If nothing else I hope this guide will force you to think about the End Game in the beginning.

First, consider the players. Learn as much about every player in the game as you can. Find out what his or her previous Diplomacy experience is. Consider his skills in the game or outside the game that might be applied to the game. Consider his natural gifts, biases, quirks, and personality. Try and determine what kind of an ally or opponent—good or bad—he'll make in the short-run and in the long-term.

Second, consider the Powers. Each country has a different offensive and defensive potential. Some powers are good in the Opening Game. Some do better, or worse, in the Mid Game. And some shine in the End Game. Each one of them has a different potential and strengths which can be exploited in different ways. And, of course, each has its own particular weaknesses. Learn them as well. Consider each power's diplomatic potential. Ask yourself if this a power that can be played successfully by a strong tactician or does it require a strong diplomatist? And then consider who is playing that power.

Third, consider the game venue itself. If it's a FTF, convention, or Tournament game consider the physical arena you will be playing in. It's one thing to be playing a leisurely game with liberal time limits in your own living room. It's quite another to be playing in a large hall with 20 other games going on around you and strict deadlines. And do consider those deadlines and the length of time you'll have for the game. Note the distractions that will be affecting you: wife, kids, advisors, and other commitments, etc. Remember that a social game, a tournament game, and a convention game; not to mention a PBM, PBEM, or a computer game all have very different requirements.

Fourth, don't forget the GM. He's the eighth player in your game and he may be the most important single person in the game you have to interact with. Check him out carefully before the game starts. It's hard with a new GM and a new zine but do the best you can. Houserules are vitally important. Read them carefully. And, equally important, see if the GM is a strict interpreter of his houserules or if he tends to bend them to fit the circumstances of the moment. What kind of person is he and how do you think you'll interact with him? It helps, a lot, to have a compatible GM as well as a competent one. You need one you feel comfortable with.

Once you've got a feel for these four elements: the players, the powers, the game, and the GM start looking at how they'll interrelate with each other. If you've got a strong tactician playing a tactically demanding power in a game run under strict deadlines by a GM who has strict houserules and sticks to them, you've got a real problem facing you. On the other hand, if you're pretty laid back yourself and your playing Turkey in a PBM game with six week deadlines being run by a novice GM in Togo, you may do OK.

It's impossible to be precise in evaluating the relative importance of these various factors but I would say a reasonable method might be to assign a maximum 30 point value to players, countries, and the game, and 10 points to the GM. After you add up all your strengths or subtract all your weaknesses, you might have a better idea of where you're going and how you can get there best. The quantitative system you use isn't that important. What is important is that you start thinking about the End Game on the day you get into the game.

FROM AUSTRALIA BY WAY OF ENGLAND

Andrew England

Here's a report on some recent developments in the Australian Diplomacy hobby and an overview of what happened at the 1987 Australian National Diplomacy Championship.

We have now established a Boardman Number Custodianship and are in the process of assembling complete stats on all games played in Australia. This is being done at the same time as our rating system is being updated. We've written to your BNC for advice. Our first BNC is Michael Gibson, Fl/96 South Rd., Torrensville, S.A. 5031. The ratings editor/compiler is Peter Clark, 3 Bowman Crescent, Enfield, S.A. 5085. The Australian Variant Bank is now properly underway. I'm doing that job (I love variants). I've already had contact with Fred Davis. He's sent me his catalogue and I've been sending him copies of Australian designs. We've just had our first hobby wide survey and hope to find a person to perform that task annually. Also we're in the process of finding an ombudsman to resolve hobby disputes. But that's not all. A "Diplomacy Guidebook" is currently being prepared by Luke Clutterbuck, 16/353A Old South Head Rd., Bandi Beach, NSW, 2029. This will be a novices' guide, GM manual and general all-round information source.

This year we had our first "National FIF Diplomacy Championship" in Sydney. It was a great success. A Report follows. Coming up in October is the third annual "South Australian Diplomacy Championship." I'll send you a report on that after it's happened. It would be great to go to WORLDCON. Maybe you will see an Aussie there.

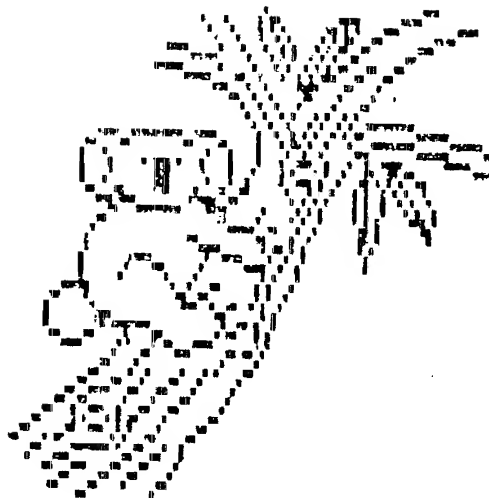
Here's a bit of background on the top three finishers in the Championship: Steve Gould has been playing postal Diplomacy since 1985 without a huge amount of success, but is nonetheless a well respected player. He is a regular participant in face-to-ugly-face tournaments in NSW and Canberra and has a good record in that regard. Apart from that all I know is that he is a soldier in his mid-twenties.

Derek Myers has not been involved in PBM Diplomacy but is a regular attendee at FIF tournaments in NSW and Canberra. His record in these tournaments is brilliant as he makes the top three with monotonous regularity. He is twenty years old and a student (I think).

Andrew England: Hey! That's me! Twenty-two years old, addicted to Diplomacy and electronic music, custodian of the recently established Australian Variant Bank, editor of BEOWULF. I have played FIF since 1976 and PBM since 1983. My success in both FIF and PBM is fairly average. This is the first time I've had a placing in a tournament.

Luke Clutterbuck, the organizer of the event, is twenty-six years of age, a well respected player and GM, NSW regional editor for THE ENVOY, newly appointed Diplomacy ombudsman for Australia, and works as a writer in an advertising agency. An all around great guy...

And for some information on some of the Australian Diplomacy magazines check out the reviews elsewhere in this issue. And have a g'day, mate!



THE 1987 AUSTRALIAN NATIONAL DIPLOMACY CHAMPIONSHIP

Luke Clutterbuck and Andrew England

Australia's first National Diplomacy Championship was held at the New South Wales Institute of Technology in Sydney on the Queen's birthday weekend, 6th to 8th June, 1987. Eighty press releases went sent to all major press, print, radio, and TV media. The event was mentioned on Sydney's 2DAY-FM and a channel 7 news crew turned up on Saturday. Unfortunately, the crew had to leave before they could film anything because John Howard announced a surprise news conference which, considering the banality of the choice being offered the country in the coming election, is as good a reason as any for not voting liberal!

Unlike previous tournaments held at the Institute, the National Championship was run to a strict set of rules and time deadlines with disputes being settled by a non-playing Gamemaster (yours truly!). Each competitor was entered in a single game on both the Saturday and the Sunday using a process of random selection. The Stab rating system was employed to determine each player's score for both games. The scores were then averaged with the seven highest ranking players being placed in a "final" on the Monday. The remaining players then played a Bourse (a currency trading game) alongside the final game.

The Championship received a \$500 sponsorship from Computer Results Team Pty. Ltd, along with \$100 in gift vouchers from Jedko Games and a \$25 voucher from Napoleon's Military Bookshop for the Best Junior (under 21). This support allowed us to substantially increase both the publicity for the event and the prizes.

Saturday, The 6th

Three games were played under the names "Victoria," "Emile," and "Wilhelm" (the names of the English, French and German heads of state in 1901). Spencer Thompson's Turkey was an early casualty in "Victoria" allowing both Richard Morrison's Italy and Russia, played by the Scott Denton/Clive Lane partnership, to forge ahead. In the west, a seemingly unbreakable alliance between Harry Kolatas' France and Neil Ashworth's Germany saw Chris Wade's England hard pushed to stay in the game and it is a tribute to Chris' determination that he managed to stay the distance. Mark Oliver also battled valiantly with Austria only to be eliminated on the final move. "Emile" was a much bloodier affair featuring ye old traditional steamroller involving Darryl Winder's Russia and Andrew England's Turkey putting Austria (played by Roger Woodward) out in only four moves. In the west Germany (Terry Tolhurst) allied with France (James Ashton) to eliminate England (David Brownlee). Surprisingly, Terry managed to get the better of James towards the end of the game despite having a powerful Russia breathing down his neck. Mark Heywood played a steady game with Italy leaving him on around five centers in most years. In "Wilhelm" England (Mark Soo), France (Steve Gould), Russia (Tom Drake-Brockman) and Turkey (Derek Meyers) all put in strong performances that saw Austria (Michael Gibson) and Italy (Craig Andrews) dispatched for an early bath. Caught between the two power blocks, Marion Ashworth's Germany attempted to join both sides but ended up out in the cold, wounded but alive.

Sunday, The 7th

The three games this day were "Franz," "Nikoli," and "Abd-al". "Franz" saw Mark Heywood's France streak ahead, obliterating England (Spencer Thompson) and putting considerable pressure on Glenn Phillip's Germany. Mark's main competitor came in the shape of the methodical Steve Gould who powered through both Austria (Chris Wade) and Russia (Terry Tolhurst). This left Michael Gibson's Italy stuck in the middle with very little avenue for expansion. I shall remember this game for it's innovative diplomatic techniques. Glenn's sycophantic alliance with France was held together, it become

obvious, by Mark's promise to purchase dinner for the German Kaiser. This state of affairs so frustrated the beleaguered Michael that at one point he threatened to "throw up" on the pair if things didn't improve in Italy's favor — a tactic, I understand, he now trying to modify for postal use, so watch out for gift wrapped turds bearing SA postmarks over the coming months! "Nikoli" was a comparatively bland affair with the England (Derek Myers)/France (Scott Denton) pair following through Anthony D'Adams Germany while Harry Kolatas's Turkey picked up most of the centers from Mark Soo's Russia and James Ashton's Italy. Neil Ashworth, as Austria, played the sort of nail-biting game that is guaranteed to take years off your life. A brilliant performance that was unfortunately not rewarded with supply centers. In "Abd-al" Marion Ashworth spent the first few seasons reviewing the various offers for alliance which she received. When she finally did make up her mind to side with Andrew England's Russia, it was full steam ahead! Her breathtaking performance pushed her high up the ratings list and more than made up for her disappointing showing the day before. England (Daryl Winder) and France (Tom Drake-Brockman) both held their own while Roger Woodward's Germany, David Brownlee's Italy, and Richard Morrison's Austria all fell victim to the machinations of those with a careful eye to the following day's final. A social game was also played in the afternoon which introduced all the players who were eliminated early on to the tender mercies of the infamous Peter Dyduziak. It was not a pretty sight.

Monday, The 8th

The game was called "Hawke." The final was played by: AUSTRIA (Daryl Winder), ENGLAND (Harry Kolatas), FRANCE (Andrew England), GERMANY (Tom Drake-Brockman), ITALY (Steve Gould), RUSSIA (Derek Myers), and TURKEY (Mark Heywood).

The game ended in 1907 with Austria at six units scattered from Trieste to Armenia; England down to one unit, a fleet in the Norwegian; France up to eight units ranged from Yorkshire to North Africa; Germany with six units from the North Sea to Silesia; Italy at eight with fleets from the Gulf of Lyon to the Black Sea and armies from Piedmont to Bulgaria; and Russia was at four units, mostly in the north. Turkey was the only power eliminated when the game was called. (Editor's Note: The players were not told ahead of time when the game would end.)

The Results

- 1st: Steve Gould (7.444), 1987 National Diplomacy Champion
- 2nd: Derek Myers (7.128)
- 3rd: Andrew England (7.127)
- 4th: Tom Drake-Brockman
- 5th: Harry Kolatas
- 6th: Daryl Winder
- 7th: Mark Heywood
- 8th: Marion Ashworth
- 9th: Neil Ashworth
- 10th: Scott Denton

"Why didn't I stab Tom in those closing moves? Well...a) I didn't know when the game would end, b) there were no definite gains to be made and c) why should I anyway? After all a game length alliance is a valid proposition. Stabbing just for the sake of it is crazy.

Afterthought

From the complete moves, which I had a chance to study, and some of Andrew's comments, it sounds like the Australian hobby style is a hybrid between that of the British and the Dutch! I very much hope a representative of the Australian hobby will be able to make it to WORLDCON next summer.

A closing thought from Andrew England:

Andrew England

The above came from an Australian Diplomacy magazine called ENVOY. If you'd like to see it or one of the other Aussie zines drop a line to Rick Snell, address on the inside front cover.

A STRATEGY AND TACTICS READING LIST FROM DW 1-39

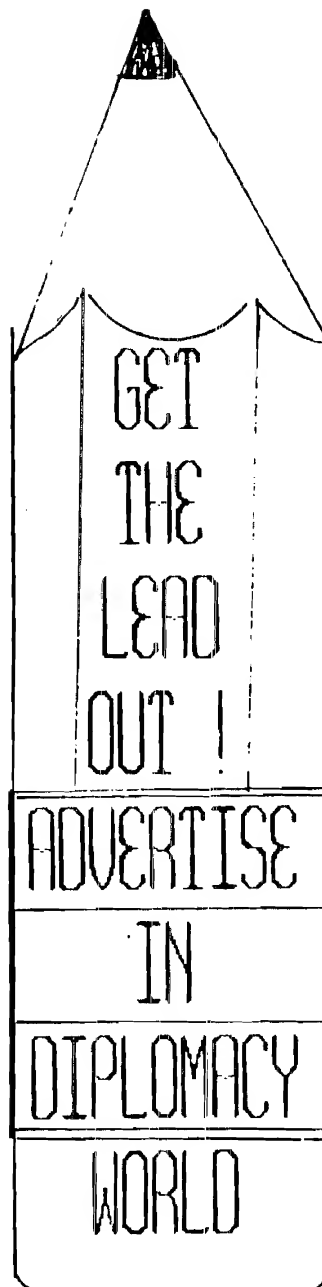
Austrian Game Performance; Mark Berch; 16
 French Game Performance; Mark Berch; 18
 The Italian Wins; Mark Berch; 31
 The Play of Italy; Mark Berch; 19
 Reply to the Dancing Sword; Mark Berch; 15
 Talking Turkey; Mark Berch; 21
 The Unbalanced Defense; Mark Berch; 34
 How to Win With Germany; Doug Beyerlein; 2
 The Odd Theory; Edi Birsan; 1
 So It's Spring 1901; Ron (Canada) Brown; 33
 A Metternich, My Kingdom for a ...; Jack Fleming; 31
 The Dancing Sword (England); Adam Bruen; 14
 Deutschland Uber Alles; Adam Bruen; 16
 How to Win As Austria; Adam Bruen; 13
 Italy: I Came, I Saw...; Adam Bruen; 18
 The Sleeper (France); Adam Bruen; 15
 Sooper Austria; Richard Nash; 19
 Sooper England; Richard Nash; 18
 Sooper France; Richard Nash; 17
 Sooper Germany; Richard Nash; 23
 Thoughts of Italy and Austria; Robert Sacks; 20
 Austrian Navy: Viable Alternative; Randolph Smyth; 16
 Breaking Stalemate Lines; Eric Verheiden; 11
 Significance of Tactical Comp.; Gary Behnen; 13
 Must a Stab Be Fatal?; Mark Berch; 36
 French Openings; Mark Berch; 37
 When is a Stand-off Not a Stand-off; Steve Brooks; 1
 The Biggest Stab; Leland Harmon; 24
 A Fight to the Finnish; Tom Hubbard; 1
 Tactics in Diplomacy-Stalemate; Eric Verheiden; 3

HOW TO ORDER COPIES OF BACK ISSUES

Copies of many of the back issues of DW listed above are available from the publisher for US\$4.00 each, postpaid. Send a list of issues desired, including a couple of alternate issues, to: DW, Box 8416, San Diego, CA 92102.

Anthology Volumes I (Best of DW), II (Writings of Mark Berch), and IV (DW Demo Games), also contain much S&T material. They are US\$12.00 each, postpaid.

Other good sources of S&T materials are the SUPERNOVA and MASTERS OF DECEIT handbooks, back issues of DIPLOMACY DIGEST (available from Mark Berch), and the GAMER'S GUIDE TO DIPLOMACY (available from Avalon Hill).



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REVIEWS

DW is happy to review magazines, books, games, and other items which may be of interest to our readers. As you'll see from this batch of reviews our tastes are a bit eclectic. Items for review should be sent to Larry Peery, Box 8416, San Diego, CA 92102. If you'd like to contribute a review to this column please feel free to do so. If you'd like to join our reviewing staff send us a couple of samples and a list of subjects or areas you are interested in.

This time we'll look at some books, a couple of games, and a teddy bear. That's right, a teddy bear!

WAR GAMES

Reviewed by Larry Peery

Sixteen years ago I read a book that changed my life. No, it wasn't the Bible. It was Alfred H. Hausrath's *VENTURE SIMULATION IN WAR, BUSINESS, AND POLITICS* (New York: McGraw-Hill, 1971). It was Hausrath's book, more than anything else, that turned my interest away from Diplomacy and toward serious gaming and simulations. And who knows, perhaps Thomas B. Allen's *WAR GAMES* (New York: McGraw-Hill, 1987) will do the same for some other Diplomacy player today.

Hausrath's book was a scholarly one and he was a scholarly gaming and simulationist. His book is the standard by which Allen's book must be judged since both cover essentially the same materials, although in very different ways. Allen is an editor and a writer. His is a reporter's and populist's approach to the subject. The subtitle of the book, "The Secret World of the Creators, Players, and Policy Makers Rehearsing World War III Today" says it all. For anyone interested in a few hours of light but stimulating reading and a casual examination of the nation's politico-military wargaming community, Allen's book will do nicely. For anyone doing serious research on the subject the Hausrath book remains the indispensable one. I hope it is still available.

In reading *WAR GAMES* I found myself constantly coming across the names of individuals, organizations, and gaming projects that I remembered from the early 1970s. Allen performs a valuable service by bringing the reader up to date on what's going on in the gaming community and who's doing what where. Men who were staff majors fifteen years ago when I knew them are colonels today running many of the country's most important wargaming projects. Many of the key figures from that time are now retired, although still active in a variety of advisory roles. Organizations that existed then are history now as new subjects and new technologies confront today's serious wargamers.

Not everything in *WAR GAMES* is serious, of course. There's a plentiful dose of popular wargaming lore: including an examination of commercial wargames as seen through the eyes of people like Jim Dunnigan, the film *War Games*, the ABC television docu-drama "The Crisis Game;" which probably exposed more people to serious gaming than any other game in history. But much of what is in *WAR GAMES* is plain scary and much of what is not in *WAR GAMES* is even scarier.

But the meat of the book is its analysis of various wargaming projects and studies carried on over the last decade or so by a variety of government and contract agencies that explore crisis management, decision-making, and war-making in a variety of scenarios, some futuristic and some all too realistic.

Alas, I must report that there is no mention of Diplomacy in the book, perhaps because Diplomacy is considered a "peace" game and not a "war" game, or perhaps because the author was never exposed to it during his research. Worse yet, perhaps, is the frightening thought that none of the people involved in this field have been exposed to Diplomacy enough to have mentioned it to the author. If so, woe is us for we are surely undone.

MODERN DICTATORS

Reviewed by Larry Peery

If you're a Diplomacy player looking for a personal style that's compatible with your personality and the nature of the game you could do worse than read Barry Rubin's MODERN DICTATORS: THIRD WORLD COUP MAKERS, STRONGMEN, AND POPULIST TYRANTS (New York: McGraw-Hill, 1987), a delightful look at some of the greatest rogues and scoundrels, masquerading as national leaders, in recent times. Rubin spends some time and space on discussing the traditional dictators that we all know and love to hate. But in addition he explores the concept of the modern dictator and gives us many examples drawn from the Third World. Some of these names: Marcos, Amin, al-Qaddafi, Khomeini, etc. we've already learned to hate but others, like Samora Machel, are relatively unknown. No doubt they will join their predecessors Ataturk, Nasser, Sukarno, The Perons, the Shah of Iran, Amin, Nkrumah, Sekou Toure, Nyere, Castro, Duvalier, and Mobutu among the villains of history. Some of them have already become almost loveable figures and some of them, like Amin, would be great characters in a Verdi comedy, if Verdi had ever written a comedy (And no, Conrad, I don't consider Falstaff a comedy).

As I read MODERN DICTATORS I must confess I could not help myself. I had to try some type-casting and here's what I came up with: Ataturk (Rod Walker), Nasser (Mark Berch), Sukarno (Ed Wrobel), Juan and Evita Peron (The Carusos), Selassie (Mike Maston), the Shah (Who else?), Somoza (Ron Spitzer), Ferdinand and Imelda Marcos (The Martins), Idi Amin (Woody Arnawoodian), al-Assad (Bruce Linsey), al-Qaddafi (Elmer Hinton), Khomeini (Pete Gaughan), Castro (Chris Carrier0, and Duvalier (Robert Sacks). Well, if you don't like my type-casting read the book yourself and send me your list!

BIMBOS OF THE DEATH SUN

Reviewed by Larry Peery

While Rod Walker is still working on his first magnum opus Sharon McCrumb has been busy cranking out no less than five satirical novels. The latest is BIMBOS OF THE DEATH SUN, a story about a sci-fi author who is done in at a con, and another author who solves the mystery. The villain is a real sleaze and the hero is the sort with which anyone can identify, or fantasize. It's a fun story, a pleasant way to spend a cloudy afternoon.

There are a few references to Diplomacy. And you can have lots of fun type-casting all the people you know as the characters in the book. That's what I did.

I know the book's going to be a success because five of the people I work with tried to borrow my copy to read. "No dice." I said, as I toddled off to the restroom to read another few pages.

It's one of TSR's Windwalker Books and sells for \$2.95, not a bad price for a few good laughs and some priceless one liners. Thanx, Sharon.



BIMBOS of the DEATH SUN
SHARYN McCRUMB

THE ESSENTIAL MARK BERCH: A REVIEW

Rod Walker

It is a genuine pleasure to see all of Mark Berch's writings for DIPLOMACY WORLD collected into one volume. There is nobody in postal Diplomacy today who writes better (or spells worse) than Mark. He is also the hobby's most original and penetrating thinker on the tactics and strategy of the game. Only a handful of others, particularly Edi Birsan, ever matched Mark's analytical ability, and none of them was active in the hobby in this decade.

Having edited several publications, I know how hard it is to find good writers who contribute on a regular and dependable basis. When I took over the care and feeding of DIPLOMACY WORLD, I knew right away that our greatest asset was Mark Berch, and I encouraged him to write as much and as often as he wished. That was before the babies started coming, so Mark had plenty of time. The result was a series of articles which, in their variety of topic and their depth of analysis, were unequalled in the history of the hobby. You will see those articles, along with Mark's superb contributions to DW under other editors, in this collection.

As Larry says, Mark has his faults. Spelling is the worst of them, but his editors usually clean that up for him. I mention this because it's been my experience that people who spell atrociously tend to run their thought processes the same way. Mark is a wonderful exception. As editor of DW I also got complaints about Mark from people who found his prose style tedious and his articles over-long. I think those are to some extent fair criticism. Mark does have a style which is often dry. His articles do often go on at length because he tries to examine all aspects of a problem. But if his pieces are often this way, they are also pure meat. There's no verbal fluff or filler here; no stylistic pyrotechnics attempting to cover over a lack of real content.

Even Mark's sense of humor is dry and almost tedious. The "Shep Rose" pieces are his great contribution to hobby humor, but I doubt you will find yourself laughing or even chuckling when you read them. They're not funny in that way. This is cerebral humor, intricate and interesting (if you're into the subject matter; ways of screwing the GM and other players with extreme prejudice and also extreme inventiveness).

Mark is also opinionated and all that, as Larry says. I've disagreed with his opinions on many occasions. However, when you're involved in a disagreement with Mark, you know that his positions are the ones you have to beat -- not the half-baked, emotionally-motivated, and illogical notions which so often pass for gospel in certain segments of the hobby. I don't believe that anyone has ever convinced Mark to change his mind once it's made up -- but his opinions are always extremely well (even pickily) reasoned and bolstered by tons of data (some of it, admittedly, relevant only by the most tenuous of means). These things are going to show up in what you read. Believe me: I know opinionated stubbornness when I see it (and you know what it takes to know one...).

Gosh, this is a good collection! Reading it brings back memories of all sorts. For anyone in the hobby, an Old Fart or a New Blood, this is an invaluable -- almost indispensable -- treasure. In a way, it's too bad this included only Mark's DW articles, since he contributed a great deal that was equally valuable and interesting to other publications. But I'd like to believe that his best went to DW. Mark is still the best active writer in the hobby, so this wonderful collection is in no way a valedictory. I look forward to many more years of Mark's writings and maybe another collection at the turn of the century.

THE DW VARIANT ANTHOLOGY: WELL WORTH THE PRICE

Reviewed by D. McCrumb

For all the variant enthusiasts in the Diplomacy hobby, the Diplomacy World Variant Anthology is probably one of the best additions you can make to your personal collection of variant material. For the occasional variant player, this volume would give a broad overview of the type of games that are available. For those that hate variants and consider them to be perversions of a perfect game, there are still a few articles that might interest you, but since you would begin reading it with a negative attitude you would overlook the value of the higher points.

This volume contains all of the variant related information that was printed in Diplomacy World #1-39, covering the time period of 1974-1985. Only issue #24 is not represented; no variant material was included in that issue. This booklet has 120+ pages of variant material. This material includes not only the reprinted games but also articles, reviews and general variant information.

The different games are the attraction for the many variant players. There are over 50 such games in this anthology. They range over such topics as minor variants, world history, futurology, and even science fiction/fantasy. There are games with rule changes, map changes (sometimes a completely new map), and occasionally both. The games range from 2-34 players, some requiring play as teams.

There are several games that deserve special mention. The first game, from DW #1, is "Middle Earth V." It is one of the few balanced variants dealing with the Tolkien trilogy. This topic, which is very prevalent in the early issues, is a reaction to the high popularity of Tolkien during the '70s. "Lunatic Diplomacy" is a game in which the provinces periodically move in a set pattern. "CAT Diplomacy" is a game for three players. "Conquest of the Land" represents species domination during the Paleozoic Era. In "Conquest of the New World," players begin with off-board supply centers and gradually lose them as they colonize the New World. Finally, "Tugboat Diplomacy" has just a minor variation, permitting diplomacy only prior to the Spring season.

Many of the articles dealing with variants are very good. The best is a history of variants by Fred Davis. This covers up to 1981. Ken St. Andre has an excellent article about the how and why of variant designing. These two articles by themselves make this section worth reading, but there are also several other good articles by such people as Mark Berch, Lew Pulsipher, and Konrad Baumeister.

The review sections are the most helpful columns. They help point the player and GM in the right direction. They give information such as playability, balance, time required, and accuracy (literary or historical). Most of these reviews were written by Der Garvey, but Fred Davis and Lew Pulsipher also did a few reviews. Unfortunately one of Der Garvey's review sections got chopped in half, the last part mysteriously reappearing two pages later. Another section had the last part completely disappear.

"Variant Information" was a regular column throughout most of DW's life. While most of the information was important at the time it was printed, almost all of it is now useless aside from a minor historical curiosity. The addresses of variant zines, most of which have now folded, are inconsequential; the addresses of the main organizers of variants worldwide at that time are also out of date. In addition, once this column became the mouthpiece for a feud, it lost all of its previous usefulness. This is the only section of the Anthology that should not have been included.

One of the best ideas for this anthology was the reprinting of several of the maps that appear within. Fifteen maps were reprinted on 8½ by 14 inch paper so that they could be played without taking the booklet apart. Most of them are too small for the standard wooden pieces, but the newer plastic pieces should work fine. A note of warning, these maps are being included in the first printing of the anthology only.

Most of my previous comments about this anthology have been very positive. I don't want everyone to think that I made them just because I am the Variant Editor of Diplomacy World. I will admit that my inclination runs toward variants and so my

comments are somewhat biased. I have tried to tone them down, and I believe I have succeeded.

While I have given good reviews about the contents of this booklet, I feel that the physical production is far short of what this type of product deserves. There are two very serious problems that are apparent the first time you pick it up.

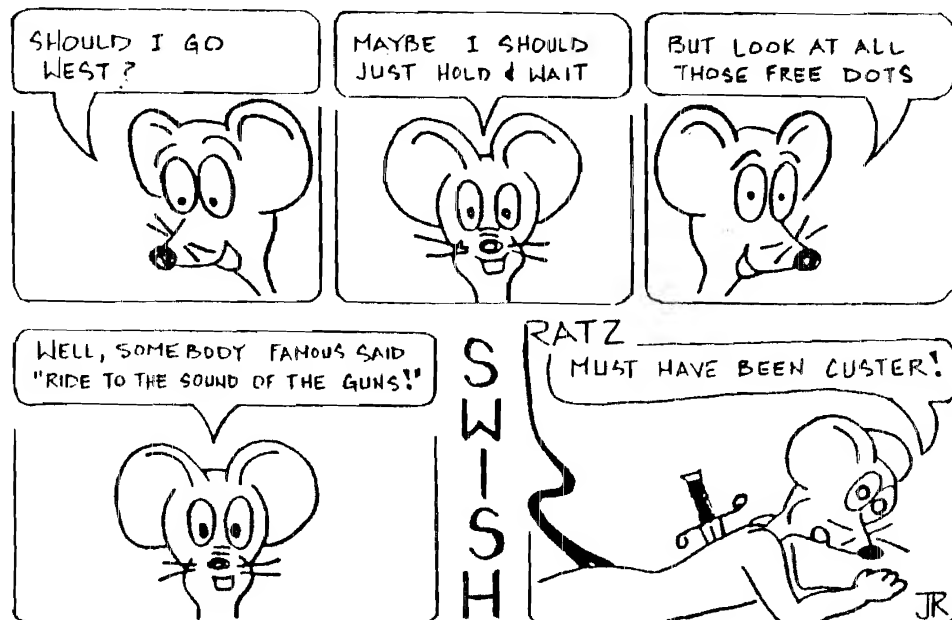
The first major problem is the size. By having a width of 14 inches, the booklet opens up to over 28 inches. This size makes it almost impossible to read anywhere except on a large flat surface. Your knees will not work, neither can it be held comfortably. By folding it back on itself, some control can be attained but at the cost of the binding. By trying this method, the first 20 pages of my copy are starting to tear out of the spiral binding.

The second major problem is that there is no title. The cover is a nice, soft blue (how did you know that blue is my favorite color, Larry) with the IDS symbol on it, but that is all. Page seven has reproductions of the covers from DW #31 and #35, but no explanation as to why. Finally, on the ninth page in the second paragraph of the introduction we are told that this is an anthology of "variants from the first 39 issues of DW." The title doesn't appear until you reach page 19.

This booklet was made by copying directly from the original pages of the earlier DW's. This method gave some very poor reproduction in spots. The next is hard to make out in a few areas, but there are only a couple of paragraphs that cannot be read at all. The biggest problem was that the maps did not copy well. For example, the map for "Swiss Variant II" can not be read well enough to be played. I understand that this method of printing was used because the work involved with retyping everything would be enormous, but I feel that as a minimum the maps should have been redrawn.

While I was disappointed with the physical characteristics of this volume, I feel that the contents make this anthology well worth buying. The number of games that you receive for the price makes it worth that. In addition, you get articles on how to design your own variant so that you can possibly be included in the next Variant Anthology, helpful reviews, and a sense of variant history.

I enjoyed reading everything that was included. As a variant GM, it gave me several ideas on new games to offer. My major problem is that I can not GM all of them. However, if you enjoy any of the variants and would like to play in them, drop me a line and I will try and help you find a GM that is also interested in that game.



THREE FROM AVALON HILL

Reviewed by Larry Peery

Just in time for your holiday gift-giving (or getting), Avalon hill has come up with three new products:

TV WARS: If you think this year's new television season stinks (as I do) A-H provides an alternative in its new fun game, TV WARS. Each player represents a network trying to put together a Nielsen winning combo of stars and programs. It's a life-like recreation of one of America's most important cultural institutions, network television; and you'll learn a lot by playing it. All the major components of television's world are there for you to manipulate as best you can: programs, talents, movies, sponsors, air time, ratings wars, The Emmys, network movies, mini-series, newscasts, sports coverage, and yes, cancellations! For 3-4 players, a game takes one to two hours. The next time there's nothing worth watching on the Boob-Tube pull out a copy of TV WARS and perhaps you'll understand why.

PLATOON: Would you pay \$99 for a video tape of the motion picture PLATOON and then have to sit through a commercial with Lee Iacocca extolling the virtues of Chrysler's newest acquisition, AMC's jeep? No, I didn't think so. Neither would I. There is another possibility, A-H's new game PLATOON. Just as television is facing up to the reality of the Vietnam War so have movie and game makers. PLATOON is a faithful reproduction of two of the Vietnam War's major features, fire fights and jungle fighting. Designed for two players, from 15 up. It's not difficult to learn, or play, but if you're a Vietnam vet it should bring back memories. If you were too young to experience that war firsthand it may help you understand what it was like. Both games are available from stores that carry the A-H line.

& **HIDE A BEAR:** From A-H's sister company, Monarch Toy Company, comes HIDE A BEAR (See the Ursus Rex foto elsewhere in this issue.), which is being test marketed in certain areas. HIDE A BEAR is a teddy bear that will surely appeal to all Diplomacy players three years old and up. HIDE A BEAR has a sad face that easily changes to a smile whenever you wish, a soft stuffed body, removable clothes, and 3 secret hiding places that contain items safe for all ages. Just think, you could ship one off to your favorite GM with your orders hidden inside (and then blame him if you NMR!), or put a secret message to an ally inside, or tuck a taperecorder inside at a con and carry your HIDE A BEAR around with you during negotiations! It's cute. It's fun. And it looks just like Rex! I don't know where it's available but you can order it directly from Avalon Hill Monarch. Just send your order off to URSUS REX!

PUBLIC AVAILABILITY OF DIPLOMATIC ARCHIVES

Reviewed by Larry Peery

This seventeen page historical study was prepared in 1985 by the Office of the Historian, Bureau of Public Affairs, U.S. Department of State and can be ordered through the U.S. Government Printing Office. It's a fascinating look at how individual countries handle their diplomatic archives. It tells you, for instance, that Costa Rica has an open door on its National Archives; in Italy it takes 50 (or 70) years to examine them; in the Vatican it takes 100 years; in the Soviet Union pre-1917 records are open to examination; and that most of the smaller countries of Asia and Africa don't even have an access program. I mention this as an example of the wealth of information available from the Superintendent of Documents, U.S.G.P.O., Washington, D.C. 20402. Ask for a copy of the U.S. Government Books. It's a free pub and tells how to make the thousands of publications in their inventory accessible to you. There's a lot of good stuff in there for Diplomacy, Rail Barons, and wargaming buffs.

